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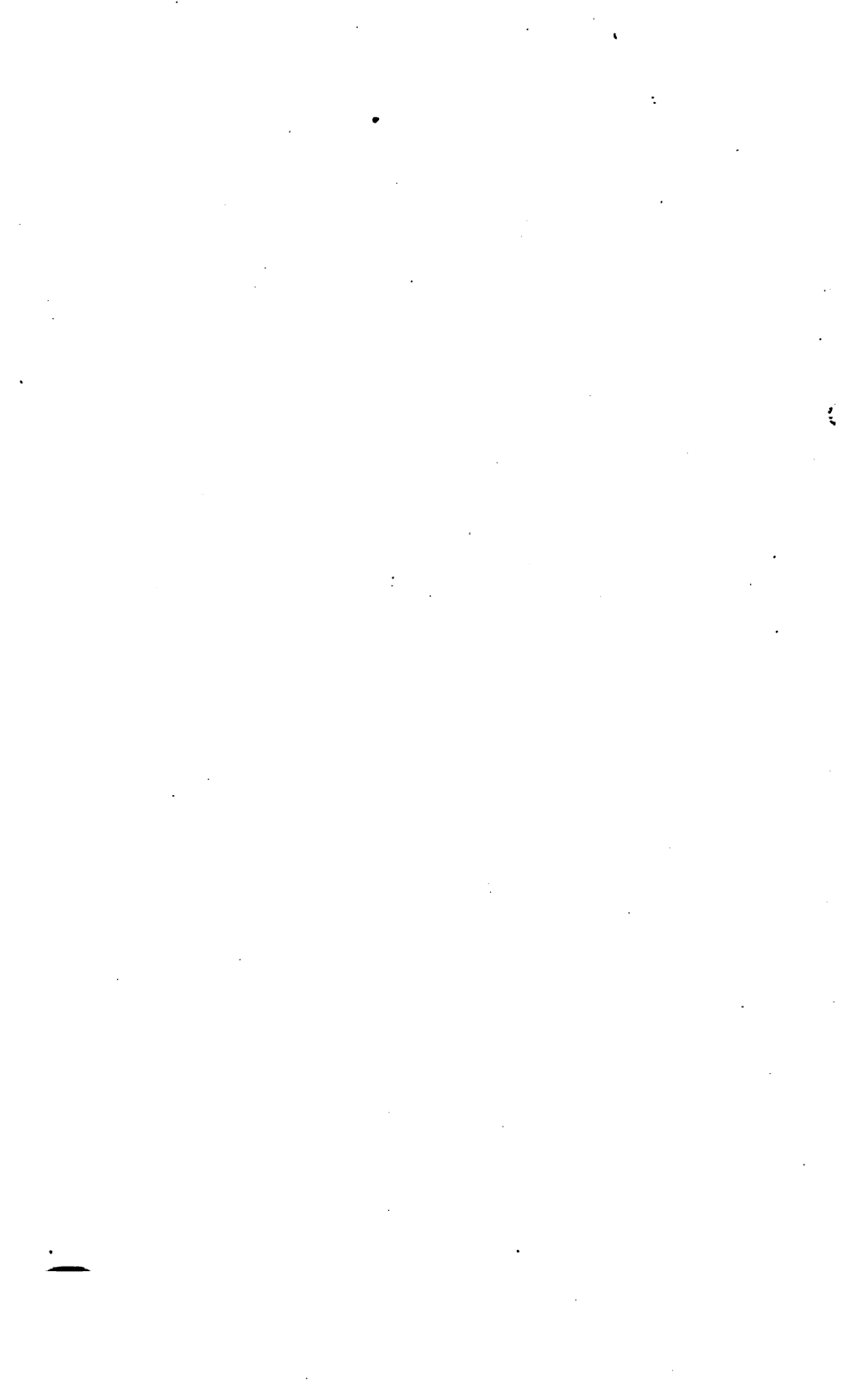
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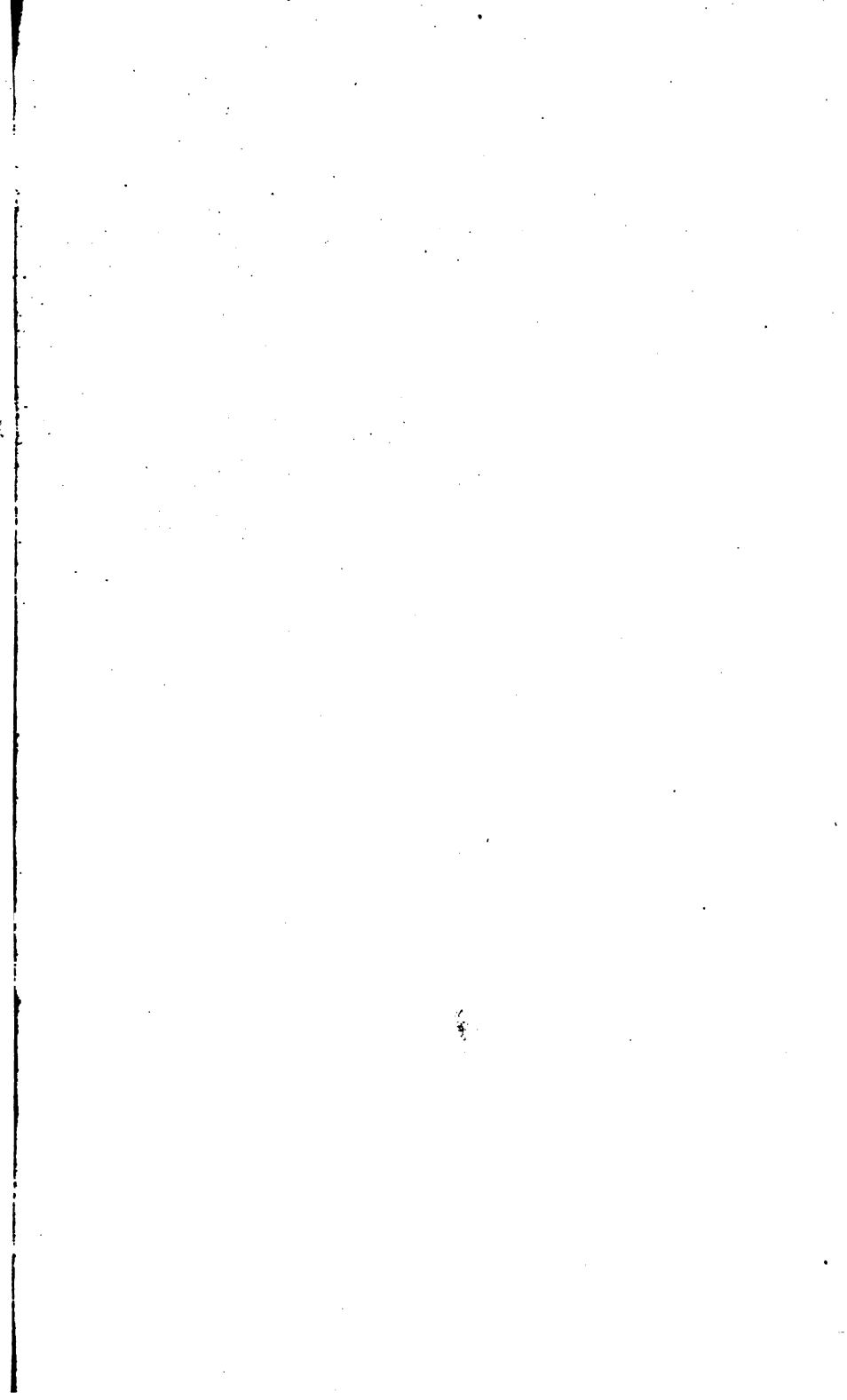
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THE
CHESS PLAYER'S CHRONICLE.

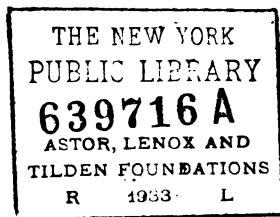
VOL. IV.

NEW SERIES.

CONTAINING

GAMES BY THE PRINCIPAL PLAYERS OF AUSTRIA, BELGIUM,
ENGLAND, FRANCE, ITALY, AND PRUSSIA; PROBLEMS;
AND ORIGINAL ARTICLES.

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CONTENTS OF THE VOLUME FOR 1856.

GAMES.

	PAGE
ALLIX and De Rives, ...	136, 137
Der Lasa, ...	33, 34
Anderssen and Der Lasa, ...	87, 88
Harrwitz, ...	99, 100, 101
Barnes and Boden, ...	104
Falkbeer, ...	111, 112
Birmingham and Worcester, ...	122, 124
Blyth and Freeman, ...	63
Boden and Barnes ...	104
Buckle, ...	20
Falkbeer, ...	146
Owen, ...	115, 116, 153
Simons, ...	150
Brien and Falkbeer, ...	10, 12, 14, 16
Green... ..	77, 79, 80
Janssens, ...	25, 236, 237, 239, 241, 242, 244
Löwenthal, ...	176, 178, 179, 193, 194, 195, 196, 197, 198
Medley, ...	164
Mongredien, ...	9, 42, 65
Buckle and Boden, ...	20
Budzinski and Laroche, ...	84
Cambridge Trinity and Oxford Hermes ...	27, 28
Campbell and Kenny, ...	203, 204
Clerc and Tassinari, ...	129
De Rives and Allix, ...	136, 137
De Rivière and Dubois, ...	36
Der Lasa and Allix, ...	33, 34
Anderssen, ...	87, 88
Hanstein, ...	97, 130, 132, 133, 134, 135, 136, 206, 208, 209
Szen, ...	2, 3
Dubois and De Rivière, ...	36
Another, ...	37
Falkbeer and Barnes ...	111, 112
Boden, ...	146
Brien, ...	10, 12, 14, 16

	PAGE
Falkbeer and Hampe	180, 182
— Harris,	7, 8, 139, 140, 187, 189
— Löwe,	152
— Rickards,	167
— Zytogorski,	44, 44
Freeman and Blyth,	63
Green and Brien,	77, 79, 80
— Horwitz,	233
— Janssens,	48, 108, 148, 149
— Löwe, ...	231
— Szabo, ...	66, 67, 167, 169
— Zytogorski,	234
Green and Healey v. Kling,	91
Greenaway and Mongredien	163
— Slous...	113
Hampe and Falkbeer	180, 182
— Harwitz	38
Hanstein and Der Lasa	97, 130, 132, 133, 184, 185, 186, 206, 208, 209
Harris and Falkbeer,	7, 8, 139, 140, 187, 188
Harwitz and Andersen,	99, 100, 101
— Hampe	38
Healey (F. and P.) v. Kling,	117
Healey and Green v. Kling	91
Horwitz and Green,	233
— Mongredien,	81, 108
Janssens and Brien,	25, 236, 237, 239, 241, 242, 244
— Falkbeer,	49, 52, 73, 75
— Green,	48, 108, 148, 149, 199, 201
— Kenny,...	24, 46
— Medley,	165
— Owen, ...	72
Kenny and Campbell,	203, 204
— Janssens,	24, 46
— Rickards,	142, 143
Kipping and Owen,	5, 6
Kling v. Green and Healey,	91
— F. and P. Healey,	117
Laroche and Budzinski,	84
Löwe and Falkbeer,	152
— Green, ...	231
Löwenthal and Brien,	176, 178, 179, 193, 194, 195, 196, 197, 198
— v. Mucklow and Wilkinson,	246
Medley and Brien,...	164
— Janssens	165
— St. Amant,	169, 174
Mongredien and Brien,	9, 42, 65
— Greenaway,	163
— Horwitz,	81, 108
Mucklow and Wilkinson v. Löwenthal,	246
Owen and Boden,...	115, 116, 153
— Janssens,	72
— Kipping,	5, 6
— Rickards,	106
Oxford Hermes and Cambridge Trinity,	27, 28

CONTENTS.

v

	PAGE
Rickards and Falkbeer,	167
Kenny,	142, 143
Owen,	106
Simons and Boden,	150
Slous and Greenaway,	113
St. Amant and Medley,	169, 174
Staunton and Zytogorski,	18
Szabo and Green,	66, 67, 167, 169
Szén and Der Lasa,	2, 3
Tassinari and Clerc,	129
Wilkinson and Mucklow v. Löwenthal,	246
Worcester and Birmingham,	122, 124
Worrell and Worrell (T. A.)	69
Zytogorski and Falkbeer,	44, 44
Green,	234
Staunton,	18

OPENINGS CLASSIFIED.

King's Bishop's Opening—	
Game of Two Bishops Proper,	169
Double Gambit,	7
Knight's Defence,	16, 116, 146
King's Bishop's Opening Irregular	166
King's Knight's Opening—	
Defence of Q. Pawn,	9, 72, 108, 117, 149, 153, 201, 246
Defence of K. Kt.,	24, 27, 73
Attack of Q. B. Pawn,	49, 203
Giuoco Piano,	3, 10, 14, 42, 63, 69, 97, 185, 188, 236
Evans' Gambit,	23, 77, 187
Evans' Gambit Refused,	122
Knight's Game of Lopez,	44, 91, 106
Scotch Opening,	2, 100, 136, 184
Centre Gambit,	44, 79
Queen's Knight's Opening,	12, 152, 180, 182
King's Gambit Refused,	84, 115
King's Gambit Irregular,	139, 140
King's Bishop's Gambit,	5, 36, 65, 99, 165, 186, 199
King's Knight's Gambit Proper,	164
Muzio Gambit,	8, 88
Cochrane Gambit,	130, 132, 133
Allgaier Gambit,	101, 113, 137, 206, 208, 237
Centre Counter Gambit,	81
French Game,	46, 66, 67, 75, 108, 129, 204
Sicilian Opening,	38, 48, 52, 87, 111, 124, 142, 143, 150, 239
Irregular Openings, 6, 20, 25, 37, 81, 104, 112, 148, 163, 167, 209, 241, 242, 244	
Pawn and Move,	169, 174, 176, 178, 179, 197, 198, 231, 233, 234
Pawn and Two Moves,	18, 33, 34
The Odds of the Exchange,	163, 194, 195, 196

PROBLEMS.

	PAGE
Anonymous,	95, 223
By Herr Bayer,	31, 190, 191, 191, 192, 192
By Herr Beck,	160, 224
By Mr. Bone,	64
By Herr Capraez,	158
By Mr. Dalby,	160
By Herr Dziewonski,	227, 227, 228
By Captain Evans,	158
By P. H.,	159
By Mr. Haynes,	96
By Herr Horwitz,	64
By Herr Kling,	32
By Herr Nowotny,	225, 226, 226
By Mr. Petroff,	228
By Mr. Powell,	31
By Mr. Riddle,	32
By Mr. Taunton,	96, 159, 224
By Mr. Turton,	95
Solutions to Problems,	89, 128, 157, 161, 210, 229

GENERAL MATTER.

Annual Dinner of London Chess-Club,	93
Birmingham and Worcester,	213
Circulars of Northern and Midland Counties' Chess Association,	61, 243
Chess Association,	60
Handicap Tournament at Ries' Divan,	140
Lancashire Chess-Clubs,	120
Miscellaneous,	29, 61, 94, 121, 154, 190, 223, 243
Obituary,	189
Preti's End Games,	219
Proposed Revival of the Yorkshire Chess Association,	156
Scores in Matches, 18, 27, 28, 29, 46, 48, 61, 67, 94, 98, 119, 120, 121, 122, 126, 127, 128, 129, 141, 142, 154, 155, 190, 213	213
Sketches of Popular Openings,	213
Tomlinson's Chess Works,	53
Tournament in M'Donnell Chess-Club,	119
Williams as a Chess-Player,	125

LIST OF ERRATA IN THE VOLUME FOR 1856.

In page 47, note (c) is probably wrong.

In page 71, Variation (B) should thus run .—

44. K. to Q. B. third

45. K. takes P.

44. P. takes P. (check)

If "B. takes P.," or "R. takes P.," Black will win the game by "R. to Q. B. third (check)."

46. K. takes B, &c.

45. B. to Q. B. fourth (check)

In page 94, at line 18, read "Kennedy" for "Kennely."

In page 220, at the sixth line from the bottom, read "which" for "who."

In page 220 at the sixteenth line from the bottom, instead of "three, or at the most four," read "not more than three."

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THE

CHESS PLAYER'S CHRONICLE.

CHESS IN GERMANY.

In the *Chess-Player's Chronicle* for 1847 we meet with the following extract from the *Berliner Schachzeitung* :—"During the spring of 1839, the celebrated Chess-player, Herr SZÉN, the chief of the triumvirate of players at Pesth, who lately fought so brilliantly against Paris, remained on his return from France for some days in Berlin, and occupied every hour of leisure in combating the strongest members of the Club. The games played by him with BLEADOW, V. H. DER LASA, MAYET, and BILGUER, were all preserved. The only game played with the last-mentioned was won by BILGUER. MAYET was also fortunate enough to win two and equalize the third of the games that he played. V. H. DER LASA, who had not at that time arrived at his present strength, lost the first two games and won the third game. BLEADOW lost the first and won the second game. In mentioning these results, it is proper to remark that the eagerness of our players to combat Herr SZÉN was such as to tax his time and powers to a degree that must greatly have fatigued him. As a proof we need only state that the three games against V. H. DER LASA, and the three against MAYET, were played in one day, April 17, 1839." In reference to the above extract, we may observe that the games between SZÉN and BLEADOW, and also the one game between SZÉN and BILGUER, were given in the pages of this magazine (1847), but that the games between DER LASA and SZÉN, and also those between MAYET and SZÉN, did not receive equal publicity in England. The game won by DER LASA will, however, be found in the "Chess-Player's Handbook" (p. 298), and in Walker's "Chess Studies" (No. 820), in which latter place SZÉN's name is given but not the name of his distinguished opponent. In this our opening number for 1856 we publish the two games won by SZÉN upon that occasion, begging our readers at the same time to remember that it was in the youth of DER LASA that these games were contested. Every specimen of his play, whether at an early or a late period, is extremely valuable to the true lover of Chess.

*(Scotch Opening.)**White.* (Herr V. H. D. LABA.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. Castles
6. P. to Q. B. third
7. Q. takes P.
8. P. to Q. Kt. fourth
9. P. to Q. R. fourth
10. Q. Kt. to Q. R. third
11. Q. Kt. to Q. B. second
12. Q. B. to Q. Kt. second
13. Q. R. to K. square (*b*)
14. Q. takes B.
15. P. takes P.
16. Kt. to K. third (*c*)
17. Q. takes Q.
18. K. R. takes B.
19. K. R. to Q. second
20. P. to Q. R. fifth
21. K. R. to K. second
22. K. R. takes Kt.
23. K. R. to K. second
24. K. to his B. second
25. Kt. to K. fifth
26. R. takes Kt.
27. R. to K. third

Black. (Herr Szén.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. P. takes P.
4. K. B. to Q. B. fourth
5. P. to K. R. third (*a*)
6. P. to Q. sixth
7. P. to Q. third
8. K. B. to Q. Kt. third
9. P. to Q. R. third
10. K. Kt. to K. B. third
11. Castles
12. Q. B. to K. third
13. B. takes B.
14. P. to Q. fourth
15. Q. takes P.
16. B. takes Kt.
17. B. takes K. B. P. (check)
18. Kt. takes Q.
19. Kt. to Q. Kt. third
20. Kt. to Q. B. fifth
21. Kt. takes B.
22. K. R. to K. square
23. K. to his B. square
24. Q. R. to Q. square
35. Kt. takes Kt.
26. P. to Q. B. third
27. R. to Q. second (check)

After twenty more moves the game ended in favour of Black. (*d*)

Notes.

- (*a*) "P. to Q. third" is a better move.
- (*b*) This move enables Black to extricate his game.
- (*c*) A Pawn is lost by this move. If, instead of making it, White had exchanged Queens, he would have had a somewhat confined position.
- (*d*) Herr Szén has a Pawn more than his opponent : in his hands that advantage is almost irresistible.

Between the same Players.

*(Giucoco Piano.)**Black.* (Herr SZÁN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. Castles
7. P. to K. R. third
8. P. to Q. fifth
9. Q. to her third
10. P. to Q. R. fourth
11. P. to Q. R. fifth
12. K. Kt. to K. R. second
13. K. R. to K. square
14. K. Kt. to K. B. square (c)
15. P. takes K. Kt. P.
16. K. Kt. to K. R. second
17. K. Kt. takes B.
18. P. to K. B. third (d)
19. Q. to her second
20. K. to his B. square
21. K. to his second
22. K. to Q. square
23. Q. to K. second
24. K. takes Q.
25. K. R. to K. Kt. square (e)
26. Q. Kt. to Q. second
27. P. takes Q. B. P. (f)
28. Kt. to K. B. third
29. Kt. to K. R. fourth
30. P. to Q. Kt. fourth (g)
31. Q. B. to K. third
32. K. takes Kt.
33. Kt. to K. B. fifth (check) (i)
34. B. takes Kt. (check)
35. R. takes R.
36. R. to K. Kt. square

White. (Herr V. H. D. LASA.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. B. to Q. Kt. third
5. Q. to K. second (a)
6. P. to Q. third
7. K. Kt. to K. B. third
8. Q. Kt. to Q. square (b)
9. P. to K. R. third
10. P. to Q. B. third
11. K. B. to Q. B. second
12. P. to K. Kt. fourth
13. K. Kt. to K. R. fourth
14. P. to K. Kt. fifth
15. Q. B. takes P.
16. K. Kt. to K. B. third
17. K. Kt. takes Kt.
18. Q. to K. R. fifth
19. Q. to K. R. seventh (check)
20. Q. to K. R. eighth (check)
21. Q. takes K. Kt. P. (check)
22. Q. takes K. B. P. (check)
23. Q. takes Q. (check)
24. P. to K. B. third
25. P. to K. R. fourth
26. Q. Kt. to K. B. second
27. Q. Kt. P. takes P.
28. K. to his second
29. Q. R. to K. Kt. square
30. K. R. to his second
31. K. Kt. takes B.
32. Q. R. to K. Kt. fifth (h)
33. K. to his square
34. K. takes B.
35. P. takes R.
36. R. to K. R. sixth (check)

<i>Black.</i> (Herr Szék.)	<i>White.</i> (Herr V. H. D. La
37. K. to Q. second	37. P. to Q. fourth
38. R. takes P.	38. P. takes P.
39. R. to K. Kt. seventh (check)	39. K. to his third
40. R. takes B.	40. K. takes Kt.
41. R. takes Q. B. P. (<i>k</i>)	41. R. to K. R. second
42. P. to Q. Kt. fifth	42. K. to his Kt. fourth
43. P. to Q. Kt. sixth	43. P. takes Q. Kt. P.
44. P. takes P.	44. P. to K. B. fourth
45. R. to Q. B. seventh	45. R. to K. R. square
46. P. to Q. Kt. seventh	46. R. to Q. Kt. square
47. K. to his third	47. K. to his B. third
48. P. to Q. B. fourth	48. K. to his third
49. P. to Q. B. fifth	49. K. to Q. fourth
50. P. to Q. B. sixth	50. P. to K. B. fifth (check)
51. K. to his second	51. R. to K. R. square
52. R. to Q. B. eighth	52. R. to K. R. seventh (check)
53. K. to his square	53. R. to Q. Kt. seventh
54. P. to Q. B. seventh	54. R. takes Q. Kt. P.
55. R. to Q. eighth (check)	

And White gave up the game. (*l*)

Notes.

(*a*) For a fine specimen of this variation of the *Giuoco Piano*, the reader may refer to Walker's "Chess Studies," No. 602, page 105. The attack in the game alluded to is conducted by Jänisch, the defence by Der L.

(*b*) In many of his games at this opening Mr. Cochrane used to withdraw the Knight to his own square. The Pawn at Q. fifth hampers opponent, but at the same time shuts out the assailant's Bishop.

(*c*) "Q. to K. B. third" seems to be both safer and more effective.

(*d*) This is very hazardous. "Q. to K. R. third" would have been sounder play.

(*e*) Black having managed the opening somewhat carelessly, plays for this point with remarkable vigour and precision.

(*f*) The White Knight having gone over to the King's side, Black can make this exchange of Pawns without any detriment to his game, and more so as his Bishop is thereby restored to light and freedom.

(*g*) To protect his well-posted Pawn upon the extreme right, previous to making a demonstration on the left wing.

(*h*) White ought to have exchanged Rooks.

(*i*) By this series of moves White must lose his passed Pawn. Black can then avail himself of the services of his well-developed infantry.

(k) Covering the advance of his own Pawns, and materially retarding the offensive movements of his adversary.

(l) Black must make a Queen with a check, and also win the Rook immediately.

CHESS IN THE PROVINCES.

FROM the games lately contested in matches between the Rev. J. OWEN and Mr. KIPPING, the Hon. Sec. of the Manchester Chess-Club, we have selected two *parties* for our present number.

*(King's Bishop's Gambit.)**White.* (Rev. J. OWEN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to Q. B. fourth
4. K. to his B. square
5. Q. Kt. to Q. B. third
6. P. to K. Kt. third
7. K. to his Kt. second
8. K. Kt. to K. B. third
9. P. takes P.
10. Q. P. takes B.
11. Kt. takes P.
12. Q. to her fifth
13. Q. B. to K. B. fourth
14. Q. to her fourth
15. K. B. to Q. Kt. fifth
16. Q. B. takes Kt.
17. Q. to K. third
18. Q. R. to K. B. square
19. Kt. takes B.
20. R. to K. R. sixth
21. Q. to K. Kt. fifth
22. Q. to K. B. fifth
23. B. takes Kt. (check)
24. R. to K. B. sixth
25. R. to K. B. seventh

Black. (Mr. KIPPING.)

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. P. to K. Kt. fourth
5. K. B. to K. Kt. second
6. P. takes P.
7. K. B. takes Kt. (a)
8. Q. to K. R. fourth
9. Q. to K. Kt. third
10. Q. Kt. to Q. B. third
11. Q. Kt. to K. fourth
12. P. to Q. third
13. K. Kt. to K. second
14. K. Kt. to Q. B. third
15. P. to K. B. third
16. K. B. P. takes B.
17. B. to Q. second
18. B. to K. third
19. Q. takes Kt.
20. Q. takes Q. R. P. (b)
21. Q. to K. Kt. square
22. P. to Q. R. third
23. P. takes B.
24. P. to K. R. fourth
25. Q. to K. Kt. fifth

White mates in four moves.

Notes.

- (a) This is not a judicious move in the Gambits on the **King's side**
 (b) "Q. to K. second" *seems* to be a little better, but in reality yi
 Black no resource.

Between the same Players.

*(Irregular Opening.)**White. (Mr. KIPPING.)*

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. Q. B. to K. third
5. P. to K. B. fourth
6. K. Kt. to K. B. third
7. Q. Kt. to Q. second
8. P. to Q. B. third
9. Q. to her B. second
10. P. to K. R. third
11. P. to K. fifth
12. P. to Q. Kt. third
13. P. to K. Kt. fourth
14. Q. Kt. to K. B. square
15. Q. to K. second (a)
16. Q. R. to Q. B. square (b)
17. P. takes P.
18. K. to his B. second
19. P. to K. B. fifth
20. Q. takes B.
21. P. takes P.
22. Q. Kt. to K. Kt. third
23. Q. Kt. to K. second
24. B. to Q. Kt. square
25. P. to Q. R. third
26. Q. Kt. takes R.
27. Q. Kt. to Q. third
28. Q. Kt. to Q. B. fifth
29. R. to Q. B. square
30. K. Kt. to K. R. fourth
31. B. to K. Kt. square

Black. (Rev. J. OWEN.)

1. P. to Q. Kt. third
2. Q. B. to Q. Kt. second
3. P. to K. Kt. third
4. K. B. to K. Kt. second
5. P. to K. third
6. P. to Q. third
7. K. Kt. to K. second
8. Q. Kt. to Q. second
9. P. to Q. R. third
10. P. to Q. fourth
11. P. to Q. B. fourth
12. Q. R. to Q. B. square
13. K. B. to K. R. third
14. K. Kt. to Q. B. third
15. Q. to her B. second
16. P. takes Q. P.
17. P. to Q. Kt. fourth
18. Q. to her Kt. third
19. B. takes B. (check)
20. K. Kt. P. takes P.
21. Q. Kt. to K. B. square
22. K. to Q. second
23. K. Kt. to Q. Kt. fifth
24. P. to K. R. third
25. R. takes R.
26. K. Kt. to Q. B. third
27. K. to Q. B. square
28. K. Kt. to K. second
29. K. to Q. Kt. square
30. B. to Q. B. third
31. B. to K. square

White. (Mr. KIPPING.)

32. R. to K. Kt. seventh
33. K. Kt. to K. Kt. sixth (c)
34. P. takes Kt.
35. Q. to K. B. fourth
36. Kt. takes K. P.
37. Q. takes R.

Black. (Rev. J. OWEN.)

32. K. to Q. R. second
33. Q. Kt. takes Kt.
34. R. to K. B. square
35. Q. to her square
36. P. takes Kt.

And wins.

Notes.

(a) Black's last move threatened to win a Pawn. This was perhaps White's best mode of arresting the danger, as "P. to K. Kt. fifth" would have somewhat committed the position.

(b) He would have gained nothing by the capture of the Q. R. Pawn. Suppose

16. B. takes Q. R. P.

17. Q. takes B.

16. B. takes B.

17. P. takes P., &c.

Black's game is to be preferred.

(c) The reader will notice the great influence that the Pawn at K. B. fifth exercises upon the game, not now only, but for the last fifteen moves.

IN the next lively games Herr FALKBEER gave Mr. HARRIS, the Hon. Sec. of the Richmond Chess-Club, the odds of the Queen's Knight.

*(Double Gambit.)**(Remove White's Q. Kt. from the Board.)**White.* (Herr FALKBEER.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. P. to Q. Kt. fourth
4. P. to K. B. fourth
5. Kt. to K. B. third
6. P. to Q. B. third
7. B. to K. second
8. P. to Q. fourth
9. Castles
10. B. to Q. third
11. R. to K. square (check)
12. Kt. to K. fifth
13. P. takes B.

Black. (Mr. HARRIS.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. B. takes Q. Kt. P.
4. P. takes P. (a)
5. Q. to K. second
6. Q. takes P. (check)
7. K. B. to Q. B. fourth (b)
8. B. to Q. Kt. third
9. K. Kt. to K. B. third
10. Q. to her fourth
11. K. to Q. square
12. B. takes P. (check) (c)
13. Q. takes Q. P. (check)

<i>White.</i> (Herr FALKBEER.)	<i>Black.</i> (Mr. HARRIS.)
14. K. to his R. square	14. K. R. to K. B. square
15. Q. to her Kt. third	15. P. to Q. fourth
16. Q. B. to Q. R. third	16. P. to Q. B. fourth
17. Q. R. to Q. square	17. Q. to K. B. seventh
18. K. R. to K. second	18. Q. to K. R. fifth
19. B. takes Q. B. P.	19. Kt. to K. Kt. fifth
20. B. to Q. Kt. sixth (check)	20. P. takes B.
21. Q. takes Q. Kt. P. (check)	21. K. to his second
22. Kt. to K. Kt. sixth (double check)	22. K. to Q. second
23. B. mates (d)	

Notes.

(a) Chess theory is now so well known that it is hardly necessary to remind our readers that De La Bourdonnais, when this opening was played against him by M'Donnell, advanced his Pawn to Q. fourth point. The great French master's rejoinder has been deservedly mentioned by all who have written upon the subject. See Walker's 'Studies,' No. 24.

(b) "K. B. to Q. R. fourth" is decidedly a better move.

(c) "K. R. to K. B. square," or "Q. Kt. to Q. B. third," with the idea of giving up the Queen for the Rook and Knight, would have given him more resource. White has, however, a capital game for such odds.

(d) This skirmish shows the necessity of bringing the pieces into the field, as in reality Black has given the odds of three pieces. Harris plays a steady game, it may be remarked in fairness, better than the defences to these sparkling Gambits.

Between the same Players, at the same odds.

(Muzio Gambit.)

(Remove White's Q. Kt. from the Board.)

<i>White.</i> (Herr FALKBEER.)	<i>Black.</i> (Mr. HARRIS.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to K. B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. P. to Q. fourth	5. P. takes Kt.
6. Castles	6. P. takes P. (a)

White. (HERT FALKBEER.)

7. B. takes P. (check)
8. Q. to K. B. fifth (check) (*b*)
9. R. takes P.
10. Q. to K. Kt. fifth (check)
11. P. to K. fifth
12. P. takes Kt.
13. Q. to her fifth (check)
14. R. to K. B. second
15. B. to K. Kt. fifth
16. Q. to her sixth (check)
17. B. takes B.
18. R. takes P. (check) (*c*)
19. Q. to K. B. fourth
20. Q. R. to K. square
21. Q. R. to K. seventh (check)
22. B. takes Q.
23. B. to K. B. eighth

Black. (MR. HARRIS.)

7. K. takes B.
8. K. to his Kt. second
9. K. Kt. to K. B. third
10. K. to his B. second
11. B. to K. Kt. second
12. B. takes P.
13. K. to his B. square
14. P. to K. R. fourth
15. P. to Q. B. third
16. K. to his Kt. square
17. Q. to K. B. square
18. K. to his R. second
19. P. to Q. fourth
20. B. to K. Kt. fifth
21. Q. takes R.
22. R. to K. Kt. square

And wins.

Notes.

(*a*) "P. to Q. fourth," followed by "B. to K. Kt. fifth," is much better play.

(*b*) In a game given at this opening in the "English Handbook," pp. 300, 301, "R. takes P. (check)" occurs. HERT FALKBEER is of opinion that "Q. to K. R. fifth" is more constraining.

(*c*) "Q. takes Q. (check)" was a simpler way of terminating the game.

CHESS IN THE METROPOLIS.

A GAME between the President of the London Chess-Club and MR. BRIEN.

(*Philidor's Defence to the K. Kt. Game.*)

White. (MR. BRIEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. Q. takes P.
5. B. to Q. Kt. fifth
6. B. takes Kt.

VOL. IV.

Black. (MR. MONGREDIEN.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. Q. Kt. to Q. B. third (*a*)
5. Q. B. to Q. second
6. B. takes B.

White. (Mr. BRIEN.)

7. B. to K. Kt. fifth
8. B. to K. third
9. Q. Kt. to Q. B. third
10. Castles on the King's side
11. Q. to her B. fourth
12. P. to Q. Kt. fourth
13. Q. to her Kt. third
14. P. takes P.
15. K. Kt. to Q. fourth
16. Q. R. to Q. Kt. square
17. Q. Kt. takes P.
18. P. takes Kt.
19. K. Kt. to K. sixth
20. Q. Kt. takes Q. B. P. (check)
21. Kt. takes B. (check)
22. K. R. to K. B. fourth (d)
23. Q. to her Kt. sixth
24. R. to K. B. second
25. Kt. to Q. R. sixth
26. P. to K. Kt. third

Black. (Mr. MONGREDIEN)

7. P. to K. B. third
8. K. Kt. to K. second
9. K. Kt. to his third
10. B. to K. second
11. Q. to her second
12. P. to Q. Kt. fourth
13. P. to Q. R. fourth (b)
14. Q. R. takes P.
15. Kt. to K. fourth
16. Kt. to Q. B. fifth
17. Kt. takes B.
18. B. takes P.
19. B. to Q. square (c)
20. B. takes Kt.
21. K. to his second
22. B. to Q. B. third
23. R. to K. Kt. fourth
24. Q. R. to Q. B. square
25. Q. to K. R. sixth

Black mates in two moves.

Notes.

- (a) "Q. B. to Q. second" is perhaps the best move at this point.
 (b) This mode of play is rather hazardous, the second player's Q Pawn being weak. It has, however, the merit of separating some of opponent's Pawns, and requires therefore a careful answer.
 (c) Clearly the best move.
 (d) "Kt. to Q. Kt. fifth" would have been stronger play. After move made Black has always the best game.

POOL at Chess between Mr. BRIEN, HERT FALKBEER, and Mr. ZYTOGOI

FIRST GAME.

(Giuoco Piano.)

White. (Mr. BRIEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth

Black. (HERT FALKBEER.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth

White. (Mr. BRIEN.)

4. P. to Q. third
5. Q. Kt. to Q. B. third
6. Q. B. to K. third
7. Q. B. takes Kt.
8. Q. Kt. to Q. R. fourth
9. Q. Kt. takes K. B.
10. Q. to K. second
11. P. to K. R. third
12. P. to K. Kt. fourth
13. Castles on the Queen's side
14. K. to Q. Kt. square
15. B. to Q. Kt. third
16. P. to K. fifth
17. P. to K. sixth
18. P. to Q. R. fourth
19. Kt. to K. fifth
20. Kt. takes Q. B. P. (*d*)
21. P. to K. seventh (discovering check)
22. P. takes R. (becoming a Queen) (check)
23. Q. R. P. takes P.
24. P. takes P.
25. B. to Q. B. fourth
26. Q. to K. sixth (*f*)
27. Q. takes B.
28. Q. R. to K. square
29. B. takes Q. R. P.
30. B. to K. B. seventh
31. P. takes P.
32. P. takes P.
33. K. takes R.
34. Q. to her R. sixth (*h*)

Black. (Herr FALKBEER.)

4. P. to Q. third
5. Q. B. to K. Kt. fifth
6. Q. Kt. to Q. fifth (*a*)
7. P. takes B.
8. Q. to K. B. third
9. P. takes Q. Kt.
10. Kt. to K. second
11. B. to K. R. fourth
12. B. to K. Kt. third
13. P. to Q. B. third
14. P. to Q. Kt. fourth
15. P. to Q. R. fourth (*b*)
16. Q. to K. B. fifth
17. P. to K. B. fourth (*c*)
18. Castles on the King's side
19. P. takes K. Kt. P.
20. Kt. takes Kt. (*e*)
21. K. to his R. square
22. R. takes Q.
23. Kt. to Q. Kt. fifth
24. P. to Q. R. fifth
25. R. to Q. R. square
26. P. to Q. R. sixth (*g*)
27. P. to K. R. third
28. P. to Q. R. seventh (check)
29. Q. to K. B. square
30. P. to Q. B. fifth
31. P. to Q. sixth
32. R. to Q. R. eighth (check)
33. Q. to her R. square (check)

Black gave up the game.

Notes.

- (*a*) Black appears to us to have the best game at this point.
- (*b*) After this severe move White's only chance lies in a counter-attack.
- (*c*) "Castles on the King's side" seems to be safer play.
- (*d*) Perhaps the best move. "Kt. takes B." we believe to be inferior,

(d) "Q. R. to K. square" was the proper reply to White's 20th. In that case, however, White would have gained some advantage by taking Q. Kt. P."

(f) This mode of play leaves Black several very plausible rejoinders but they are not of an intrinsic value.

(g) Variation :—

27. Q. takes B.

28. K. to Q. R. square

29. R. takes Q.

30. Rook mates

26. Q. takes K. B. P.

27. Q. takes P. (check)

28. Q. takes R. (check)

29. P. takes Q.

If, instead of adopting move 26 in the above variation, Black play 'K. B. third,' White can exchange Queens and win the Knight by 'Q. B. third.'

(h) "K. to Q. Kt. square" would also place him in a secure situ-

SECOND GAME.

(Queen's Knight's Opening.)

White. (HERT FALKBERG.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. Kt. to Q. R. fourth (a)
6. Kt. takes B.
7. P. to Q. R. third
8. P. to K. B. fourth
9. Kt. to K. B. third
10. P. to Q. B. third
11. Q. B. takes P.
12. Q. B. to K. third
13. K. B. to Q. R. second
14. Castles (e)
15. P. takes Kt.
16. K. R. to K. B. second
17. P. to K. B. fourth (e)
18. K. to his R. square
19. P. takes Kt.
20. K. R. to his second (f)
21. Q. to K. B. square (g)
22. R. takes R.

Black. (MR. BRIEN.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to Q. B. third
4. P. to Q. third
5. B. to Q. Kt. third
6. Q. R. P. takes Kt.
7. P. to K. R. third
8. K. Kt. to K. B. third
9. B. to K. Kt. fifth
10. P. takes P.
11. K. Kt. to K. R. fourth (i)
12. Q. Kt. to K. fourth
13. Q. to K. B. third
14. Q. Kt. takes Kt. (check)
15. B. to K. R. sixth
16. Q. R. to his fourth
17. Q. to K. Kt. third (check)
18. Kt. to K. Kt. sixth (check)
19. Q. R. to K. R. fourth
20. B. to K. Kt. fifth
21. P. to K. B. fourth
22. Q. takes R. (check)

White. (HERF FALKBERG.)

23. K. to his Kt. square
24. P. takes P.
25. Q. B. to Q. fourth
26. K. to his B. second
27. K. to his square
28. Q. B. to K. B. second
29. K. to Q. second
30. K. B. to K. sixth
31. K. B. to his seventh

Black. (MR. BRIEN.)

23. B. to K. B. sixth
24. B. to Q. B. third
25. Q. to K. R. eighth (check) (h)
26. Q. to K. R. seventh (check)
27. K. to Q. square (i)
28. B. to K. square (check)
29. Q. to K. R. fourth
30. P. to K. Kt. third

Black resigned the game.

Notes.

(a) If White had now played "K. Kt. to K. B. third," Black could have replied with "Q. B. to K. Kt. fifth," and have reduced the game to the same position as that which is exhibited at the fifth move of the previous game.

(b) This move gives the second player an attack.

(c) If he had moved his Rook to K. B. square, Black would have won at least a Pawn. "Castles" saves the Pawn.

(d) The commencement of a combination which the 20th move proves to be faulty. Black should play "Kt. to K. B. fifth" at his 16th move.

(e) "P. to Q. Kt. fourth" would have strengthened Black's attack ;

e. gr. :—

17. P. to Q. Kt. fourth
18. K. to his R. square
19. P. takes Kt.
20. R. to K. R. second

17. Q. to K. Kt. third (check)
18. Kt. to K. Kt. sixth (check)
19. R. to K. R. fourth

"Q. to K. Kt. square" would, however, compel Black to give perpetual check.

20. Q. takes K. Kt. P.

and Black has a better game than he has in the text. White's best 21st move in this variation is "Q. to K. second."

(f) "Q. to K. Kt. square" would lead in all probability to perpetual check. After the move actually played Black cannot take the K. Kt. Pawn with his Queen, as he would leave his Rook undefended. This, we suspect, he overlooked when he framed the combination.

(g) Had he checked with the Queen at her R. fourth he would have had a bad game.

21. Q. to her R. fourth (check)
22. Q. to her R. eighth (check)
23. Q. takes P. or R.

21. P. to Q. Kt. fourth
22. K. to Q. second
23. B. to K. B. sixth (check)

And White must lose the game.

(h) If he had played "K. to Q. square," White could not indeed have

taken the K. Kt. Pawn, but the move would on the whole have been unavailing.

(i) He could not take the Q. Kt. Pawn on account of "Q. to K. (check)."

THIRD GAME.

(*Gioco Piano*.)

White. (MR. BRIEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. third
6. Q. B. to K. Kt. fifth
7. Q. Kt. to Q. second
8. P. to Q. Kt. fourth
9. Kt. takes Q. B.
10. P. to Q. R. fourth
11. Kt. takes B.
12. P. to Q. Kt. fifth
13. Kt. to K. R. fourth (*b*)
14. Kt. to K. B. fifth
15. Kt. takes K. Kt. P. (check)
16. B. takes Kt.
17. K. to his second (*c*)
18. Q. to her second
19. K. takes Q.
20. B. takes Kt.
21. P. to K. Kt. third
22. Q. R. to Q. B. square
23. K. to his third
24. Q. R. to Q. B. fourth
25. K. R. to Q. B. square
26. P. to K. B. fourth
27. P. takes P.
28. R. takes R.
29. R. to K. B. square (*e*)
30. R. to Q. B. square (*f*)
31. K. to his second

Black. (HERR FALKBERG)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. Kt. to K. B. third
5. P. to Q. third
6. Q. to K. second (*a*)
7. Q. B. to K. third
8. Q. B. takes B.
9. B. to Q. Kt. third
10. P. to Q. R. fourth
11. P. takes Kt.
12. Q. Kt. to Q. square
13. Q. Kt. to K. third
14. Q. to her B. second
15. Q. Kt. takes Kt.
16. Q. takes P. (check)
17. Q. to her Kt. seventh (*ch*)
18. Q. takes Q. (check)
19. K. R. to K. Kt. square
20. R. takes B.
21. Q. R. to Q. B. square (*d*)
22. Q. R. to Q. B. fourth
23. P. to K. B. third
24. K. R. to Q. B. second
25. K. to his second
26. P. to K. R. fourth
27. K. B. P. takes P.
28. Q. Kt. P. takes R.
29. P. to Q. B. fifth
30. P. to Q. B. sixth
31. P. to Q. fourth

White. (Mr. BRIEN.)

32. P. takes P.
33. K. to Q. square
34. K. to Q. B. second
35. P. takes P. (*h*)
36. K. takes P.
37. K. to Q. Kt. third
38. R. to Q. B. seventh
39. K. to Q. B. second
40. R. takes P.
41. R. to Q. seventh (check)
42. R. to K. R. seventh
43. P. to Q. Kt. sixth
44. P. to Q. Kt. seventh
45. P. to K. R. fourth
46. R. to Q. seventh (check)
47. R. to K. seventh (*h*)
48. R. to Q. seventh (check)
49. R. to K. seventh

Black. (Herr FALKBEER.)

32. K. to Q. third
33. K. takes P.
34. P. to K. R. fifth (*g*)
35. R. to K. R. second
36. R. takes P.
37. R. to K. R. sixth (*i*)
38. R. takes Q. P. (check)
39. R. to Q. R. sixth
40. R. takes P.
41. K. to his third
42. R. to Q. Kt. fifth
43. K. to Q. fourth
44. P. to K. fifth
45. P. to Q. R. fifth
46. K. to Q. B. third (*k*)
47. K. to Q. fourth
48. K. to Q. B. fifth
49. K. to Q. fourth

Equal game.

Notes.

(a) We do not approve of this move.

(b) This mode of prosecuting the attack looks stronger than it is. White might have advantageously shut up the Queen's wing of the army by "P. to Q. B. fourth."

(c) "K. to his B. square" was also good play.

(d) By his command of this open file, and the subsequent occupation of the fourth square upon it, Black at once neutralizes the disadvantage of his doubled Pawns.

(e) A questionable move, although evidently made after reflection.

(f) It may be as well to show the reader that "R. to K. B. fifth" would have given rise to three leading variations, two of which would have given White the advantage, but the third would have been in Black's favour.

30. R. to K. B. fifth
31. R. takes K. R. P.

30. P. to Q. B. sixth (best)

Firstly.

32. R. to K. R. seventh (check)
33. R. takes R.
34. K. to Q. second

31. P. to Q. B. seventh
32. K. to Q. square
33. K. takes R.

And wins.

Secondly.

| 31. K. to a square on his B. file
"K. to the first line" would obviously be fatal.

32. R. to K. B. fifth (check) |

And returns to K. B. square, with the best game.

Thirdly.

| 31. R. to Q. B. fourth

The only move to win, but it would undoubtedly win Black the game.

(g) The best move, "K. to Q. fifth" would have been answered by "R. to K. square."

(h) This is injudicious. "P. to K. Kt. fourth" would have been more efficacious.

(i) "R. to Q. Kt. fifth (check)" seems to us to be a better move.

(k) Black prudently avoids the K. fourth square, on account of the threatened check with a future Queen.

(l) "R. to Q. fourth" equalizes the game at once. As White, however, is sure to obtain an equal game, he can try another move or two previously.

FOURTH GAME.

(*King's Bishop's Opening.*)

White. (Herr FALKBEER.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. P. to K. B. fourth (a)
4. P. to Q. third
5. B. to Q. Kt. third
6. Q. B. takes P.
7. Q. B. to Q. second
8. K. Kt. to K. second
9. Castles
10. K. to his R. square
11. P. to Q. fourth (h)
12. B. to K. B. fourth
13. Kt. takes B.
14. Q. to K. second (check)
15. Kt. to Q. B. third
16. Q. R. to K. square
17. B. takes Q. P. (check) (k)

Black. (Mr. BRIEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. Kt. takes K. P. (b)
4. K. Kt. to Q. third (c)
5. P. takes P. (d)
6. Q. to K. B. third (e)
7. Q. to K. fourth (check) (f)
8. K. Kt. to K. B. fourth
9. K. B. to Q. B. fourth (check)
10. P. to Q. third (g)
11. B. takes P.
12. Q. to K. B. third
13. Q. takes Kt.
14. K. to his B. square
15. P. to K. R. fourth (i)
16. B. to Q. second
17. Q. takes B. (l)

White. (Herr FALKBEER.)

18. R. takes Kt.
 19. Q. to her B. fourth (*m*)
 20. R. takes B.

Black. (Mr. BRIEN.)

18. P. to K. B. third
 19. B. to K. third (*n*)

Black gave up the game. (*o*)

Notes.

(*a*) This opening is rarely played in England. It is, however, frequently adopted by the best Continental players.

(*b*) "P. to Q. fourth" is recommended by some authors. We approve of the move in the text.

(*c*) In a game at the odds of the exchange, which was published in our Magazine (p. 288, 1855), the second player here moved "P. to Q. fourth"—a good move, we fancy, at the odds, but not in even games. The books (see the "English Handbook," p. 225) give check with the Queen; but the move in the text, although novel, is sounder.

(*d*) The merits of "P. to K. fifth," as the best move for carrying out the second player's invention at the fourth move, must also be weighed.

(*e*) The corner-stone upon which this variation is based.

(*f*) There are several moves to be adopted at this point. "Q. to K. R. fifth (check)," with the view of weakening the White King's position, and "B. to K. second," are about the best. In the present game the second player evidently feels his way in a new, but, as we think, valuable opening.

(*g*) "Castles" is perhaps sounder; but White, in return for the additional soundness that would fall to Black's lot, would obtain a very powerful attack.

(*h*) A beautiful sacrifice.

(*i*) Evidently threatening to play "P. to K. R. fifth," "P. to K. Kt. fourth," and "Kt. to K. Kt. sixth," &c. "B. to Q. second" is, however, a much safer move.

(*k*) As sound as it is finely conceived.

(*l*) Had he taken the Bishop with the Knight, he would have been mated in four moves.

(*m*) "R. takes K. R. P." was equally efficacious.

(*n*) There is no better resource.

(*o*) The merit of a pool at Chess is, that the combatants stand, as it were, between match play and ordinary play. The result is, that the games produced thereby are less dull and more interesting than matches, and sounder than ordinary games. We shall give the following games of this pool in our next number.

In the ensuing game, which was the deciding one of a match played in 1843, Mr. STAUNTON gave Mr. ZYTOGORSKI "the Pawn and two moves." In the match referred to Mr. ZYTOGORSKI won six games, Mr. STAUNTON none.

(Remove Black's K. B. Pawn from the Board.)

<i>White.</i> (Mr. ZYTOGORSKI.)	<i>Black.</i> (Mr. STAUNTON.)
1. P. to K. fourth	2. P. to K. third
2. P. to Q. fourth	3. P. to Q. B. fourth
3. K. B. to Q. third	4. P. to K. Kt. third (b)
4. P. to K. fifth (a)	5. P. takes P.
5. P. to K. R. fourth	6. Q. to her R. fourth (check) (d)
6. P. to K. B. fourth (e)	7. Q. to her Kt. third
7. Q. B. to Q. second (e)	8. Q. takes P.
8. P. to K. R. fifth	9. P. to K. R. third (f)
9. P. takes P.	10. B. takes P.
10. P. to K. Kt. seventh	11. K. to his B. square (g)
11. Q. to K. R. fifth (check)	12. Q. takes R.
12. K. Kt. to K. second	13. K. Kt. to K. second
13. Castles	14. Q. Kt. to Q. B. third
14. Q. B. to Q. Kt. fourth	15. Kt. takes B.
15. B. takes K. Kt. (check)	16. Q. takes Q. R. P. (h)
16. Q. Kt. to Q. second	
17. P. to K. B. fifth (i)	

And wins.

Notes.

(a) "P. to Q. fifth" and "P. takes P." are equally good moves. "P. to K. fifth" leads to a more vigorous attack in the opening; the other moves to a more solid and enduring system of combination in the middle of the game. The result, consequently, is that by "P. to K. fifth" games are either won without a struggle or compromised seriously; by "P. to Q. fifth" and "P. takes P.," the first player, with less attack, retains a more secure situation.

(b) In the only game of De La Bourdonnais at this opening which has been preserved, the greatest master of Chess that the world has yet produced played "Q. to her R. fourth (check)." Decidedly that move is the best resource, but as our English amateurs in the succeeding age of play were not fully alive to the consequences of "P. to K. Kt. third," it was temporarily a good move. It is now universally admitted that it must inevitably lose the game, if the attack be properly conducted. Our great masters, Lewis and McDonnell, seem to have displayed the deepest foresight in games at the odds of the Pawn and two moves, as it is clear from their published games that they preferred "Q. Kt. to Q. B. third" for

the opening move of the second player. Major Jänisch (see *Chess-Player's Chronicle* for 1850, pp. 150, 151) concurs in their judgment, thus tacitly pronounced. We own that we are entirely of the same opinion. For illustrations of the positions advanced in this note the reader may refer to Walker's "Chess Studies," Nos. 104, 138-150, 153-156, 454-458, 463-468. "Chess Studies, comprising One Thousand Games actually played during the Last Half-Century. By George Walker. London: Longman, Brown, Green, and Longmans, Paternoster Row. 1844."

(c) It is extremely curious that this simple move, the magical effect of which is that the game is won off-hand, does not occur in a single game published in the "Chess-Player's Companion," in which Mr. Staunton gave the odds of the Pawn and two moves. (See the "Chess-Player's Companion," pp. 41-154.) To this cause, amongst others, may be ascribed the success of the giver of the odds in former times, the times in which no one had a complete acquaintance with the peculiarity of the odds. The move in question is very judiciously recommended by the editor of the "Companion," who doubtless derived his recommendation from the games of Mr. Zytogorski, or from the beautiful example given in that volume, pp. 452, 453—Mr. Medley, who had not at that time reached his present strength, leading the attack against Herr Harwitz.

(d) In the game between Mr. Medley and Herr Harwitz, the latter here played "K. Kt. to K. second."

(e) The move in the text receives more approbation in "P. and two moves" games than we are disposed to give it. In the present instance it appears to us to be too bold for a match-game. White being so many games ahead (this was the last game of the match) risks too much in this encounter.

(f) Evidently, if Black had taken the Rook with his Queen, White, by capturing the Rook's Pawn with his K. Rook, would have gained a decisive advantage. The importance of the capture of the Rook's Pawn by the Rook in analogous positions has been very properly insisted on in the "Chess-Player's Companion," p. 450. It is gratifying to discover, as the usefulness of that interesting volume of Mr. Bohn's series is thereby increased, that Mr. Zytogorski's games, although not to be found amongst the illustrative games, have been well worked by the editor in the analysis of the openings.

(g) "K. to Q. square" seems to be a stronger move.

(h) The Black Queen being so badly posted, the second player might have exchanged her for the Rook, but even in that case his game would have been exposed to disaster. Had he played the poor Queen to her Kt. seventh, White could have replied with "Q. Kt. to Q. B. fourth."

(i) A good move. If Black take the Pawn with Knight or Pawn, White can rejoin immediately with "B. to Q. B. fourth." We will give one leading variation:—

- | | |
|---|----------------------|
| 17. P. to K. B. fifth | 17. Kt. takes P. |
| 18. B. to Q. B. fourth | 18. Q. takes P. |
| 19. K. Kt. takes P. | 19. Q. takes Q. Kt. |
| 20. Kt. takes Kt. | 20. B. takes P. |
| 21. Kt. to K. third (discovering check) | 21. K. to his second |

The interposition of the Bishop is also fatal.

- | | |
|---|-------------------------|
| 22. Q. takes B. | 22. R. to K. Kt. square |
| 23. Kt. to Q. fifth (check) | 23. K. to Q. square |
| If "K. to his square," White will check at K. B. sixth, &c. | |
| 24. Q. to her B. seventh (check) | 24. K. to his square |
| 25. Kt. to K. B. sixth (check) | 25. K. to his second |
| (to save his Queen) | |
| 26. Kt. takes R. (check) | 26. K. to his square |

White holds an extra piece, with the best game.

WE have much pleasure in presenting our readers with a game which was recently played at RIES' Divan between two of the best Chess-players of England, Mr. BUCKLE and Mr. BODEN. We have been requested to state that of the games at present played between these gentlemen, Mr. BUCKLE has won a majority.

(*French Game. Irregular Opening.*)

White. (Mr. BODEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. takes P.
4. K. B. to K. second
5. Castles
6. P. to Q. fourth
7. Q. B. to K. Kt. fifth
8. Q. Kt. to Q. B. third
9. P. to K. R. third
10. Q. B. to K. R. fourth
11. Kt. takes K. Kt. P. (a)
12. Q. B. takes P.
13. P. to K. B. fourth
14. P. to K. Kt. fourth
15. K. R. to K. B. second
16. K. B. to his third
17. K. B. to K. Kt. second
18. K. takes B.
19. Kt. takes Kt.
20. P. to Q. fifth (c)
21. P. takes Kt.
22. Q. R. takes Q.

Black. (Mr. BUCKLE.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to K. B. third
5. K. B. to Q. third
6. Castles
7. Q. Kt. to Q. B. third
8. Q. B. to K. third
9. P. to K. R. third
10. P. to K. Kt. fourth
11. P. takes Kt.
12. K. B. to K. second
13. Q. B. to K. B. fourth
14. Q. B. to K. fifth
15. K. to his Kt. second
16. K. R. to his square
17. B. takes K. B.
18. K. Kt. to K. fifth (b)
19. P. takes Kt.
20. P. to K. B. third
21. Q. takes Q. (d)
22. P. takes B.

White. (Mr. BODEN.)

23. Q. R. to Q. seventh
24. P. takes P. (check) (*e*)
25. Q. R. to Q. fourth
26. Q. R. takes P. (check)
27. K. R. to Q. second (check) (*g*)
28. P. to Q. B. fourth
29. P. to Q. Kt. fourth
30. P. to Q. Kt. fifth (check)
31. Q. R. to K. sixth
32. P. takes P.
33. K. R. takes B. (check)
34. R. takes P. (check)
35. R. takes R.
36. K. to his Kt. third
37. P. to K. R. fourth
38. P. to K. Kt. sixth
39. P. to K. R. fifth
40. K. to his B. fourth
41. K. to his B. fifth
42. P. to K. R. sixth
43. K. to his Kt. fifth
44. P. to K. Kt. seventh
45. K. to his B. sixth (*m*)
46. P. to K. R. seventh
47. P. to K. R. eighth (becoming a Queen) (*n*)
48. Q. to K. R. fifth (check)
49. K. takes R. (*o*)
50. K. to his R. seventh
51. P. to K. Kt. fifth
52. K. to his R. sixth
53. Q. to K. B. seventh

Black. (Mr. BUCKLE.)

23. K. to his B. third
24. K. to his third
25. Q. Kt. P. takes P.
26. K. to Q. second (*f*)
27. B. to Q. third
28. P. to Q. B. fourth
29. K. to Q. B. third
30. K. to Q. Kt. third (*h*)
31. P. to Q. R. third
32. Q. R. takes P. (*i*)
33. P. takes R.
34. K. to Q. Kt. second
35. K. takes R.
36. K. to Q. R. fourth (*k*)
37. K. to Q. Kt. fifth
38. K. takes P.
39. R. to K. Kt. square (*l*)
40. K. to Q. fourth
41. P. to Q. B. fifth
42. R. to K. B. square (check)
43. P. to Q. B. sixth
44. R. to K. Kt. square
45. P. to Q. B. seventh
46. R. takes K. Kt. P.
47. P. to Q. B. eighth (becoming a Queen)
48. K. to Q. third
49. Q. to Q. Kt. seventh (check)
50. Q. takes Q. R. P.
51. Q. to Q. R. second (check)
52. Q. to K. sixth

And White ultimately won the game.

Notes.

(*a*) White seems for several moves to have made preparation for this sacrifice. Whether strictly sound or not, it is extremely difficult to find good moves for Black afterwards.

(b) "Kt. takes K. Kt. P." would have been a move of great re if White had not been able to capture the Knight at once with his

(c) A well-conceived move. Black makes the best reply.

(d) Had he taken the Bishop, as he now should have done, would not have gained much by "K. R. to Q. second." "P. tal Kt. P." would have been his best play in that case.

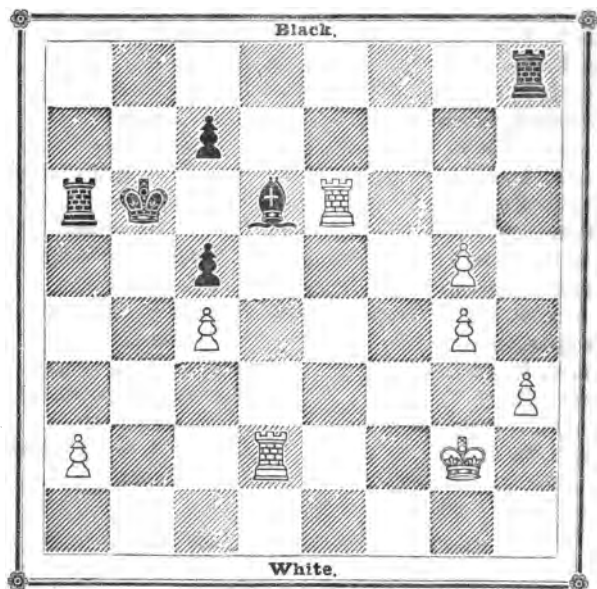
(e) Previously to making this move he might have captured the Pawn.

(f) To save the Bishop.

(g) "K. R. to K. B. seventh" is also a promising move.

(h) "K. to Q. second" would have brought him nearer to W dangerous passed Pawns.

(i) This move enables White to make a beautiful, and, as we sound sacrifice. We give a diagram of the position after Black's move.



(k) The variations springing from "K. to Q. Kt. third" are worth careful consideration. We will notice two principal modes of play of which, if White had played incorrectly, would have given Black advantage; the other, however, with correct play, would have maintained White's fine position.

In the first place.

- | | |
|--------------------------------|-----------------------------|
| 36. A. his Kt. third | 36. K. to Q. Kt. third |
| 37. P. to K. R. fourth | 37. K. to Q. B. third |
| 38. P. to K. Kt. sixth | 38. K. to Q. third |
| 39. K. to his B. fourth (or A) | 39. K. to his second (best) |
| 40. K. to his Kt. fifth | 40. K. to his B. square |
| 41. P. to K. R. fifth | 41. K. to his Kt. second |
| 42. P. to Q. R. fourth | 42. R. to Q. R. square |
| 43. P. to K. R. sixth (check) | 43. K. to his Kt. square |

Black should win the game.

(A)

- | | |
|--------------------------|------------------------|
| 39. P. to K. R. fifth | 39. K. to his third |
| 40. P. to K. Kt. seventh | 40. R. to Q. R. square |

"R. to K. Kt. square" would lose the game.

- | | |
|-----------------------|-------------------------|
| 41. P. to K. R. sixth | 41. K. to his B. second |
|-----------------------|-------------------------|

And again Black's game is preferable.

In the second place.

- | | |
|--------------------------------|------------------------------|
| 36. K. to his Kt. third | 36. K. to Q. Kt. third |
| 37. K. to his B. fourth (best) | 37. R. takes K. R. P. (or B) |
| 38. P. to K. Kt. sixth | 38. R. to K. R. square |
| 39. K. to his B. fifth | 39. K. to Q. B. third |
| 40. P. to K. Kt. seventh | 40. R. moves |
| 41. K. to his Kt. sixth | |

And wins.

(B)

- | | |
|--------------------------|--------------------------------------|
| 38. P. to K. Kt. sixth | 37. K. to Q. B. third |
| 39. K. to his Kt. fifth | 38. K. to Q. third |
| 40. P. to K. Kt. seventh | 39. K. to his second or third (or C) |
| 41. K. to his Kt. sixth | 40. R. moves. |

And wins.

(C)

- | | |
|---|--------------------------------|
| 40. K. to his B. sixth | 39. R. to K. Kt. square |
| 41. K. to his Kt. seventh | 40. R. to K. B. square (check) |
| If "R. to K. B. sixth," or "K. to his second," then "P. to K. R. fourth." | 41. R. to Q. R. square |
| 42. K. to his R. seventh | 42. K. to his second |
| 43. P. to K. Kt. seventh | 43. K. to his B. second |
| 44. P. to K. Kt. fifth | |

And wins.

(Z) If Black had moved his King, White could have played "P. to K. Kt. seventh."

(m) Better than "K. to his Kt. sixth," as White gains by this move a subsequent check with his Queen at K. R. fifth.

(n) As Black cannot play "R. to Q. B. second," White can proceed thus very advantageously.

(o) "Q. to K. fifth (check)" is perhaps stronger.

IN our early numbers of last year we gave some of the games played in a match between Messrs. JANSSENS and KENNY. That match, long suspended, has recently been resumed. We print in our present number one of their best games.

(Petroff's Defence to the K. Kt. Game.)

White. (Mr. JANSSENS.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. Kt. takes K. P.
4. Kt. to K. B. third
5. P. to Q. fourth
6. K. B. to Q. third
7. Castles
8. P. to Q. B. fourth
9. Q. to her B. second
10. P. takes P.
11. Kt. to K. fifth
12. Kt. takes Kt.
13. B. to K. third
14. P. to K. B. third (a)
15. K. takes B.
16. K. to his Kt. square
17. Kt. to Q. B. third (c)
18. B. to Q. second
19. K. to his B. second
20. B. to K. square
21. K. R. to K. Kt. square (d)
22. K. to his B. square
23. R. takes R.
24. K. to his B. second
25. P. to K. Kt. third
26. K. to his B. square
27. B. takes R. P. (check)

Black. (Mr. KENNY.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. third
4. Kt. takes P.
5. P. to Q. fourth
6. K. B. to K. second
7. Castles
8. B. to K. third
9. P. to K. B. fourth
10. B. takes P.
11. Q. Kt. to Q. B. third
12. B. takes Kt.
13. B. to Q. third
14. B. takes K. R. P. (check) (b)
15. Q. to K. R. fifth (check)
16. Kt. to K. Kt. sixth
17. P. to K. B. fifth
18. Q. to K. R. eighth (check)
19. Q. to K. R. fifth
20. Q. R. to K. square
21. Kt. to K. R. eighth (double check) (e)
22. R. takes B. (check)
23. Kt. to K. Kt. sixth (check)
24. Kt. to K. B. fourth (check)
25. P. takes P. (check)
26. Kt. takes Q. P.
27. K. to his R. square

White. (Mr. JANSSENS.)

28. Q. to her square
29. Q. takes R.
30. B. to K. fourth
31. K. to his second
32. R. takes Kt.
33. Kt. takes B.
34. K. to his B. square
35. Kt. takes P.
36. R. to Kt. second
37. K. to his B. second
38. Kt. to K. B. fifth

Black. (Mr. KENNY.)

28. R. takes K. B. P. (check)
29. Kt. takes Q.
30. Q. to K. R. sixth (check)
31. Kt. takes R. (check)
32. B. takes B.
33. Q. to K. R. seventh (check)
34. Q. takes Kt. P.
35. Q. takes R. P.
36. Q. to her R. eighth (check)
37. P. to Q. R. fourth
38. Q. to K. B. third

And wins.

Notes.

(a) Threatening to win a Pawn.

(b) This counter-attack is well planned to save Black's game, and to carry the war into the enemy's country.

(c) The reader may here notice the effect of "Q. to her B. fourth (check)" followed by "P. to Q. fifth."

(d) This move ought to have lost the game at once.

(e) "Kt. to K. B. fourth (discovering check)" would have been conclusive.

THE following game occurred in a match from which we made a selection in 1855.

*(Irregular Opening. Queen's Gambit.)**White.* (Mr. BRIEN.)

1. K. Kt. to K. B. third (a)
2. P. to Q. B. fourth
3. P. to K. third
4. P. to Q. fourth (b)
5. P. to Q. R. third
6. Q. Kt. to Q. B. third
7. P. to Q. Kt. third
8. Q. B. to Q. Kt. second
9. K. P. takes P.
10. B. to Q. third
11. Castles
12. Q. to K. second

Black. (Mr. JANSSENS.)

1. P. to Q. B. fourth
2. P. to K. third
3. P. to Q. fourth
4. Q. Kt. to Q. B. third
5. K. Kt. to K. B. third
6. P. to Q. R. third
7. P. to K. R. third
8. P. takes Q. P.
9. B. to Q. third
10. Castles
11. B. to Q. second
12. Q. R. to Q. B. square

White. (Mr. BRIEN.)

13. Q. R. to Q. square
14. B. to Q. Kt. square
15. K. to his R. square
16. K. Kt. to K. fifth
17. P. takes P.
18. P. to K. B. fourth (c)
19. Q. to K. B. third
20. B. to Q. B. square
21. P. to K. B. fifth
22. Q. to K. R. third
23. P. to K. B. sixth
24. B. takes P. (e)
25. B. to K. Kt. seventh (check)
26. P. takes B.
27. R. to K. B. fourth

Black. (Mr. JANSSENS.)

13. K. to his R. square
14. B. to Q. Kt. square
15. Q. Kt. to Q. R. fourth
16. Kt. takes Q. Kt. P.
17. P. takes P.
18. Kt. to Q. R. fourth
19. Kt. to Q. B. fifth
20. Kt. to Q. Kt. third (d)
21. B. to Q. B. third
22. Kt. to K. R. second
23. B. takes Kt.
24. P. to K. Kt. third
25. K. to his Kt. square
26. R. to K. square
27. R. takes P.

And White mates in four moves.

Notes.

(a) "P. to Q. fourth" is the best reply to this move.

(b) This mode of play resolves the opening into a Queen's Gambit.

(c) It is easily seen that White did not give up the Pawn designedly. He counted, unless we are mistaken, on taking the Q. Pawn with the Knight; and, if the Knight were captured, on playing "Q. to her third," attacking one of the Black Knights and threatening mate. He now, however, does not make the capture, as it is clear that, instead of taking the Knight, Black would secure the game by "B. to Q. Kt. fourth." From this point the game becomes very interesting; but a strong player like Mr. Janssens, with a Pawn ahead, ought to have scored it.

(d) Black does not play correctly, as the Knight was very well posted at Q. B. fifth. With due care, we feel persuaded that the White Q. R. Pawn might have been added to the list of Black's captives.

(e) This is conclusive. If Black take the K. B. Pawn with his Bishop, White mates in two moves; and if, instead of taking the Bishop's Pawn, he move his King to his Kt. square, White mates in three moves.

CHESSE BY CORRESPONDENCE.

We have been favoured with a copy of the games lately played between the Oxford Hermes Chess-Club and the Trinity College Cambridge Chess-Club. As the games in question have already appeared in a contemporary, with an elaborate analysis, we shall present our readers with a copy

of the moves, but not make any comments upon them. In the present match, the second between these Clubs—Oxford having won the first—Mr. WORMALD, assisted by Mr. EVILL and Mr. QUILTER, played for Oxford; Mr. JONES and Mr. M. WILKINSON for Cambridge.

FIRST GAME.

(Petroff's Defence to the K. Kt. Opening.)

White. (HERMES.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. Kt. takes P.
4. Kt. to K. B. third
5. Q. Kt. to Q. B. third
6. P. to Q. fourth
7. K. B. to Q. third
8. Castles
9. B. to K. Kt. fifth
10. Q. to her second
11. Q. Kt. to K. second
12. P. to Q. B. third
13. Q. Kt. to K. Kt. third
14. K. Kt. to K. fifth
15. P. takes P.
16. B. takes K. Kt.
17. B. to K. Kt. fifth
18. Q. R. to Q. B. square
19. B. to K. third
20. P. takes Kt.
21. P. takes B.
22. K. R. to K. B. fourth
23. Q. R. to Q. B. sixth
24. K. R. to K. B. third
25. Q. to Q. B. second
26. K. to B. second
27. K. to Kt. square
28. Q. R. to Q. B. seventh
29. K. R. takes P.
30. R. takes R.

Black. (TRINITY.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. third
4. Kt. takes P.
5. Kt. to K. B. third
6. P. to Q. fourth
7. K. B. to Q. third
8. Castles
9. B. to K. third
10. P. to Q. Kt. third
11. P. to Q. B. fourth
12. Q. Kt. to Q. second
13. Q. to Q. B. second
14. P. takes P.
15. Q. Kt. takes Kt.
16. Kt. to K. Kt. fifth
17. P. to K. R. third
18. Q. to Q. Kt. square
19. Kt. takes B.
20. B. takes Kt.
21. Q. takes P.
22. P. to K. B. fourth
23. Q. R. to K. square
24. Q. to K. R. fifth
25. Q. to K. eighth (check)
26. Q. to K. R. fifth (check)
27. P. to K. B. fifth
28. P. takes K. P.
29. B. to K. B. fourth
30. R. takes R.

And the HERMES resigns.

SECOND GAME.

*(Evans' Gambit.)**White.* (TRINITY.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. Castles
5. P. to Q. Kt. fourth
6. P. to Q. B. third
7. P. to Q. fourth
8. Q. B. P. takes P.
9. Q. B. to Q. Kt. second
10. P. to Q. fifth
11. B. takes K. Kt.
12. Kt. to Q. fourth
13. Kt. to Q. B. third
14. Kt. to K. B. fifth
15. P. takes B.
16. B. to Q. Kt. third
17. Kt. to K. fourth
18. Q. to K. R. fifth
19. K. to R. square
20. Q. to K. R. fourth
21. Q. R. to Q. square
22. Kt. to K. Kt. third
23. Kt. to K. R. fifth
24. P. to K. R. third
25. P. to K. Kt. fourth
26. B. to Q. B. second
27. B. takes Kt.
28. P. to K. B. third
29. Kt. to K. Kt. third
30. Kt. to K. fourth
31. R. to Q. third
32. Q. takes K. B. P.
33. Kt. takes Q.
34. K. R. to Q. Kt. square
35. K. R. takes P.
36. Q. R. to Q. B. third

Black. (HERMES.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. B. takes Q. Kt. P.
6. B. to Q. B. fourth
7. P. takes Q. P.
8. B. to Q. Kt. third
9. K. Kt. to K. B. third
10. Q. Kt. to K. second
11. K. Kt. P. takes B.
12. Castles
13. Kt. to K. Kt. third
14. B. takes Kt.
15. Kt. to K. fourth
16. K. to R. square
17. R. to K. Kt. square
18. Q. to K. second
19. Kt. to Q. sixth
20. R. to K. Kt. second
21. Kt. to Q. B. fourth
22. Q. R. to K. square
23. Kt. to K. fifth
24. R. to K. Kt. fourth
25. Q. R. to K. Kt. square
26. B. to Q. R. fourth
27. Q. takes B. (check)
28. Q. to K. second
29. R. to Q. B. square
30. R. to K. Kt. second
31. P. to Q. R. third
32. Q. takes Q.
33. B. to Q. Kt. fifth
34. B. to Q. B. fourth
35. B. to Q. Kt. third
36. R. to Q. square

White. (TRINITY.)

37. Q. R. to Q. B. fourth

38. Q. R. takes P.

39. R. takes B.

Black. (HERMES.)

37. P. to Q. R. fourth

38. B. takes R.

And the HERMES resigns.

MISCELLANEOUS.

THE M'Donnell Chess-Club has had the advantage of encouraging several good Chess matches during the preceding month. A fourth match between Mr. KENNY, the Hon. Sec. of the Club, and Colonel SZABO, gave 5 games to Mr. KENNY and 4 to his opponent. In a second match with Mr. GREEN the gallant Colonel exerted himself more successfully, as he scored 7 games against 6, 6 games having been equal. To the entries for the Tournament of this Club may be added the names of Mr. BARNES, Mr. BLOUNDELL, and Mr. CRAWSHAY. Mr. BLOUNDELL has lately distinguished himself by winning a match at the odds of a Rook from Mr. ZYTOGORSKI, and matches at the odds of a minor piece from Mr. GREEN, Mr. KENNY, and Colonel SZABO. (*See the next page.*)

THE St. James' Amateur Club is progressing satisfactorily. It numbers now about forty members, and is still connected with that valuable institution—the St. James' Literary and Scientific Society, 15 Clifford Street, Bond Street. The number of members belonging to the Institution exceeds 400, about a tenth being draughted into the Chess-Club. The library at the disposal of the members is extremely valuable, as, although but a short time formed, it comprises already 2000 volumes. The want of a real Chess-Club at the West end of London is so strongly felt that this Club cannot but succeed, although up to the present time it has made its quiet and unobtrusive efforts almost without the knowledge of our best metropolitan amateurs.

THE London Chess-Club opened its new rooms at Mr. PURSELL'S, Cornhill, upon Wednesday, Dec. 26. The rooms thus inaugurated seem to be the largest and most commodious that have ever been offered to the lovers of Chess, and will repay the Club for the somewhat lengthened time during which it has waited for its increased accommodation. Although Christmas-time is not the best adapted to obtain a numerous attendance of members at a Chess-Club, several of them were notwithstanding allured to the meeting. Amongst the members present we noticed Mr. MONGREDIEN, the President; Mr. MEDLEY, the Hon. Sec.; Mr. WAITE, the Treasurer; and Messrs. BRIEN, GREENAWAY, SLOUS, WORRELL, &c. Herr FALKBEER, the distinguished German player, who was present as a visitor upon this interesting occasion, played a game against Mr. GREENAWAY, without advantage accruing to either player. For the information of our provincial brethren we may print with benefit a new law of the Club: "Parties residing in the country shall, upon the

approval of the Committee, be eligible as country members at a subscription of one guinea per annum, such members not to have the right of voting, and to be in addition to the sixty members constituting the Association.

THE circular of the Northern and Midland Counties' Chess Association has just reached us. In our next number we shall make some comments upon the improvements suggested by its able Secretary; but as space now presses us, we shall in the mean time commend the subject to the consideration of our British and Irish Chess-Clubs, to all of whom a copy of the circular has doubtless been forwarded. The chief points which we wish to direct public attention are: "The importance of encouraging matches between eminent British and foreign players; the alteration of the title and constitution of the Association, with a view to give it greater extension, permanency, and usefulness."

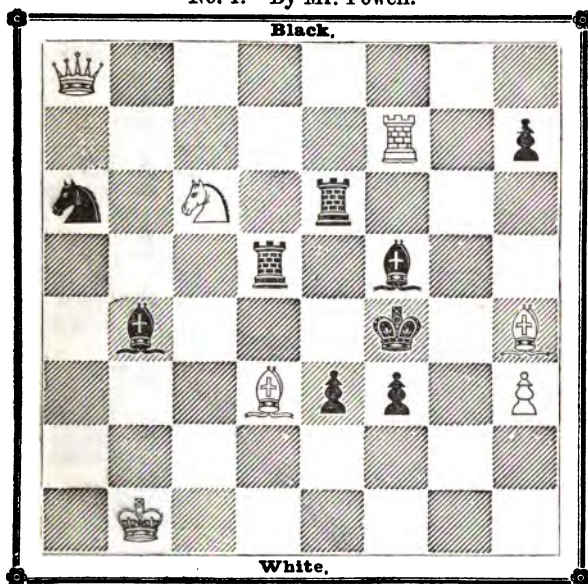
THE entry for the first Tournament of the M'Donnell Chess-Club is now complete. There are twelve combatants, to the best of whom three prizes will be awarded. The list is headed by the ablest man players—Herren FALKBEER and HORWITZ, the reappearance of the latter of whom in the lists of Chess cannot but be satisfactory to the supporters of the game. Colonel SZABO will represent Hungary; JANSSENS, Belgium; and Mr. ZYTOGORSKI, who is at least half an Englishman, Poland. Against this formidable array of foreign talent, I bring into the field seven antagonists—Messrs. BARNES, BLOOMFIELD, BRIEN, CRAWSHAY, GREEN, KENNY, and MARETT. From what we hear of the English players who will take part in the contest, and the result that sends them out, we feel persuaded that, should victory fall to the foreigners (and, if the lots fall favourably, such a result is not improbable), there will be no unmanly attempt to depreciate their triumph. The motto of the M'Donnell Club, as of the old London Chess-Club, is "Palmarum qui meruit ferat." Let us even suppose that a Chess-player may be out of play sometimes, does not the same person, when he is in, also win frequently through his opponent's ill-health? To what, then, are excuses? For the future let them be buried in the grave for charlatanism and stage-effect.

WE are requested by a distinguished foreign Chess-player to state that he is desirous of imparting instruction in Chess to any amateur who wishes to take lessons. As we can from personal knowledge safely recommend the master, we shall be happy to receive the names of pupils.

THE "Chess Annual for 1856," by CHARLES TOMLINSON, Esq., is now in type. The author, besides giving a great variety of lighter Chess problems, favours his readers with several games contributed by some of the best players. The main object of the work, however, is to prove that Chess has a literature independent of that which passes ordinarily for such. Our February number will contain a review of Mr. TOMLINSON'S work.

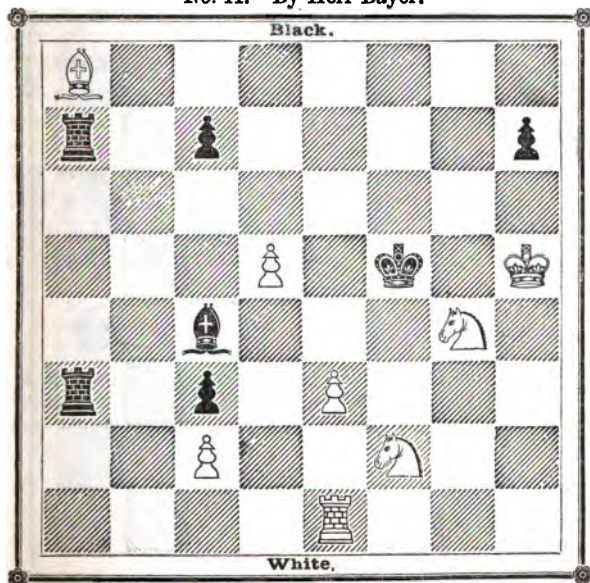
PROBLEMS.

No. I.—By Mr. Powell.



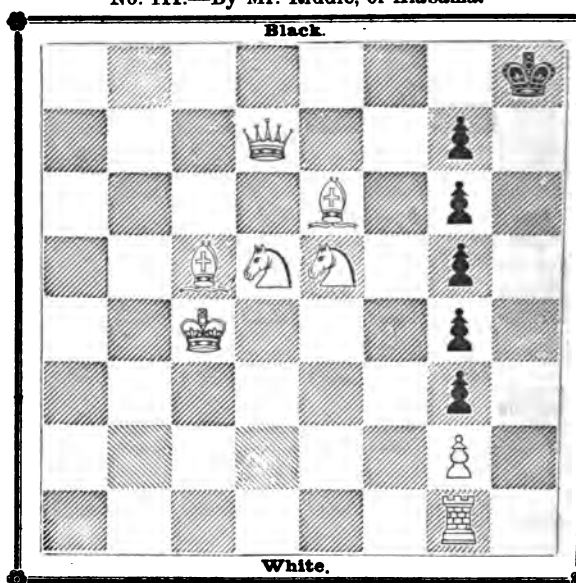
White to play, and mate in three moves.

No. II.—By Herr Bayer.



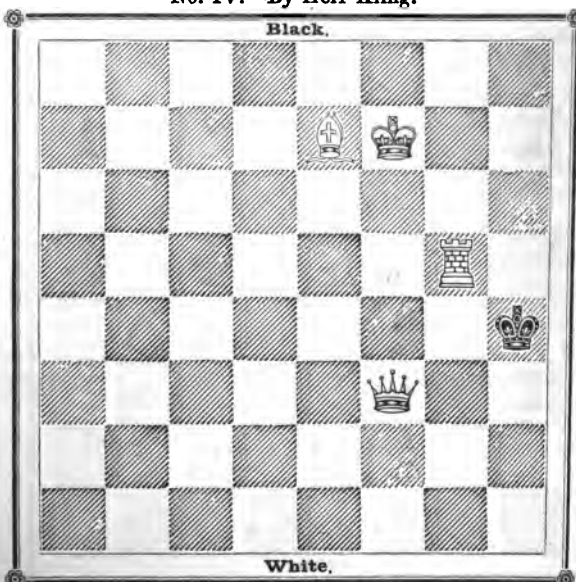
White to play, and mate in four moves.

No. III.—By Mr. Riddle, of Alabama.



White to play, and mate with K. Kt. Pawn in eight moves, taking any of the Black Pawns.

No. IV.—By Herr Kling.



White can give 17 different checkmates and 17 stalemates in one move.
(A New-Year's gift for Herr Kling's young friends.)

CHESS IN BELGIUM.

THE following games between Mr. ALLIX and the Prussian master HERT VON HEYDEBRAND DER LASA will doubtless be acceptable to our readers. They were played but a short time ago.

(Remove Black's K. B. Pawn from the Board.)

White. (Mr. ALLIX.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. to K. fifth
5. P. to Q. B. third (a)
6. K. Kt. to K. B. third
7. Castles
8. P. takes P.
9. P. to Q. Kt. fourth
10. P. to Q. Kt. fifth
11. Q. B. to K. third
12. Q. to her Kt. third
13. Q. B. to Q. fourth
14. Q. Kt. to Q. second
15. Q. R. to Q. B. square
16. P. to Q. B. fourth
17. Q. R. takes P.
18. Q. R. to his fourth (c)
19. Q. R. takes Q. R. P.
20. P. to Q. Kt. sixth
21. Q. R. to his fifth
22. B. to Q. B. fourth
23. Q. B. takes Kt. (d)
24. K. B. takes K. P. (check)
25. K. Kt. takes Kt.
26. K. Kt. to K. B. seventh (check)
27. Q. R. to K. R. fifth

Black. (Herr V. H. D. LASA.)

2. P. to K. third
3. P. to Q. B. fourth
4. Q. to her Kt. third
5. Q. Kt. to Q. B. third
6. P. to Q. fourth
7. Q. B. to Q. second
8. K. B. takes P.
9. K. B. to K. second
10. Q. Kt. to Q. square
11. Q. to her B. second (b)
12. Q. Kt. to K. B. second
13. K. Kt. to K. R. third
14. Castles on the King's side
15. Q. R. to Q. square
16. P. takes P.
17. Q. to her R. fourth
18. Q. to her B. second
19. K. Kt. to his fifth
20. Q. to her Kt. square
21. Q. B. to his third
22. K. Kt. takes K. P.
23. Q. Kt. takes B.
24. K. to his R. square
25. Q. R. takes Q. Kt.
26. K. to his Kt. square

And wins.

Notes.

(a) A strong attack springs from the first player's now checking at K. R. fifth with his Queen, then moving her down to K. B. seventh, and finally playing the Q. Kt. to Q. B. third. The reader may refer to a game

between Szén and De La Bourdonnais, Walker's "Chess Studies," No. 104.

(b) He might also have brought back his Bishop to Q. B. fourth, with a tolerable development. In that case, however, White could have replied with "K. Kt. to Q. fourth."

(c) Rescuing his own Q. Kt. Pawn, and gaining the Q. R. Pawn of his adversary.

(d) The result of "Kt. takes Kt." may be compared with the consequences of this move. The move in the text has the advantage of compelling Black to adopt a particular line of play.

Between the same Players, at the same odds.

(Remove Black's K. B. Pawn from the Board.)

White. (Mr. ALLIX.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. Q. Kt. to Q. B. third (c)
5. P. takes P. (d)
6. Q. B. to K. Kt. fifth
7. K. Kt. to K. B. third
8. K. Kt. to K. fifth
9. Q. B. to K. B. sixth
10. Q. B. takes Kt.
11. P. to K. B. fourth
12. K. B. to Q. Kt. fifth
13. K. B. takes Kt.
14. Q. to K. second
15. Castles on the King's side
16. Q. P. takes P.
17. K. to his R. square
18. Q. Kt. to Q. R. fourth
19. Q. Kt. to Q. B. third
20. P. to Q. R. third
21. K. R. to K. B. third
22. Kt. takes Q. P. (e)
23. K. R. to Q. Kt. third
24. K. R. takes Q. (check)
25. R. to Q. Kt. square

Black. (Herr V. H. D. LABA.)

2. P. to K. third (a)
3. K. Kt. to K. second (b)
4. P. to Q. fourth
5. K. P. takes P.
6. Q. B. to K. third
7. Q. to her third
8. P. to K. Kt. third
9. K. R. to K. Kt. square
10. K. B. takes B.
11. Q. Kt. to Q. B. third
12. Castles
13. P. takes B.
14. K. to Q. Kt. second
15. P. to Q. B. fourth
16. Q. takes P. (check)
17. Q. B. to K. B. fourth
18. Q. to her Kt. fifth
19. K. B. to his third
20. Q. to her Kt. third
21. K. B. takes Kt.
22. Q. R. takes Kt.
23. K. B. takes Q. Kt. P.
24. Q. R. P. takes R.
25. K. R. to Q. square (f)

White. (MR. ALLIX.)

- 26. Q. to K. B. third
- 27. R. to Q. square
- 28. P. to Q. B. fourth
- 29. P. to K. R. third
- 30. Q. to her Kt. third
- 31. R. takes R. (check)
- 32. P. to Q. R. fourth
- 33. Q. to her Kt. second
- 34. K. to his R. second
- 35. P. to Q. B. fifth

Black. (Herr V. H. D. LASA.)

- 26. K. B. to Q. fifth
- 27. P. to Q. B. third
- 28. Q. B. to Q. second
- 29. P. to K. R. fourth
- 30. K. B. to Q. B. fourth
- 31. R. takes R.
- 32. R. to Q. sixth
- 33. Q. B. to K. fifth
- 34. P. to K. R. fifth
- 35. R. to Q. eighth (g)

And wins.

Notes.

(a) Perhaps the best defence to the P. and two moves opening is "Q. Kt. to Q. B. third." Our opinion is not generally received as correct, but it has the sanction, *in practice*, of Lewis and McDonnell. See our last number.

(b) The "Hore Divaniane," a selection of games edited by the late Mr. Williams, contains several specimens of this defence to the attack obtained by the receiver of the "P. and two moves." It affords the second player a tolerably sound, but tardy, development.

(c) There is a choice of several moves at this point. "P. to Q. B. fourth," and "Q. B. to K. Kt. fifth," are about the most effective.

(d) White may also advance his Pawn to K. fifth. If the second player in that case move his Knight to K. B. fourth, White does not gain so much as seems likely to be the result by taking off the Knight. It is true that he acquires a passed Pawn, but experience proves that, where there is such disparity in Chess skill that the odds of the Pawn and two moves can be given satisfactorily, the exchange of the valuable Bishop for the defending Knight rarely turns out well for the opening player.

(e) White doubtless forgot that he was giving up too many pieces in exchange for his adversary's Queen.

(f) This is both higher and better play than the removal of the Bishop would have been. The latter mode of proceeding would indeed have given White a little respite.

(g) Leading to mate directly.

CHESS IN FRANCE AND ITALY.

For the next two games of our number we are indebted to the kindness of a distinguished Italian Chess-player. The games of Signor Dubois are so rare, and his skill so well attested by all who have competent acquaintance with it, that it is truly a source of gratification to us to edit

the following parties. The first of them was played in Paris with M. DE RIVIÈRE.

(*King's Bishop's Gambit.*)

White. (M. DE RIVIÈRE.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to Q. B. fourth
4. K. B. takes P.
5. Q. Kt. to Q. B. third
6. P. to Q. R. third (b)
7. Q. P. takes B.
8. K. B. to Q. B. fourth
9. K. takes Q.
10. K. to his second
11. K. B. to Q. third
12. Kt. to K. B. third
13. K. R. to K. square
14. K. to his B. square
15. P. to Q. B. fourth
16. P. to Q. Kt. fourth
17. Q. B. to Q. Kt. second
18. R. takes R.
19. R. to K. square
20. P. takes B.
21. K. takes R.
22. K. to his second
23. Kt. to Q. second
24. Kt. to K. fourth
25. B. to Q. B. square
26. K. to his B. second
27. Kt. to Q. B. third
28. B. takes P.
29. K. to his third
30. K. takes Q. Kt.
31. P. takes P.
32. P. takes P.
33. P. to K. R. fourth
34. Kt. to Q. R. fourth
35. Kt. to Q. B. third
36. K. to his third

Black. (Signor DUBOIS.)

1. P. to K. fourth
2. P. takes P.
3. P. to Q. fourth
4. K. Kt. to K. B. third
5. K. B. to Q. Kt. fifth (a)
6. B. takes Kt.
7. P. to Q. B. third
8. Q. takes Q. (check)
9. K. Kt. takes K. P.
10. P. to K. Kt. fourth
11. Q. B. to K. B. fourth
12. P. to K. B. third
13. K. to his B. second
14. K. Kt. to Q. third
15. Q. Kt. to Q. second
16. P. to Q. B. fourth
17. R. to K. square
18. R. takes R.
19. B. takes B. (check)
20. R. takes R. (check)
21. P. to Q. Kt. third (c)
22. K. to his third
23. K. Kt. to K. B. fourth
24. P. to K. Kt. fifth
25. K. Kt. to Q. fifth (check)
26. P. to K. B. fourth (d)
27. Q. Kt. to K. fourth
28. Q. Kt. takes Q. P. (check)
29. Q. Kt. takes B.
30. P. takes P.
31. P. to Q. R. fourth
32. P. takes P.
33. P. to K. R. third
34. K. to his B. third
35. Kt. to K. third (check)
36. K. to his fourth

White. (M. DE RIVIÈRE.)

37. Kt. to Q. R. fourth
38. K. to Q. third
39. Kt. to Q. B. third
40. P. takes P.
41. Kt. to K. second

Black. (Signor DUBOIS.)

37. P. to K. B. fifth (check)
38. P. to K. Kt. sixth
39. P. to K. B. sixth
40. P. to K. Kt. seventh
41. Kt. to K. B. fifth (check)

And wins.

Notes.

(a) "P. to Q. B. third" is also good play.

(b) "Q. to K. B. third" is much stronger. The move in the text loses a valuable Pawn.

(c) Black has maintained the advantage that his opponent's sixth move gave him with considerable coolness. A great distinction between the games of a finished and those of a rising player, is shown in the address with which the former will adopt for a time waiting tactics, whilst the latter will be apt to make premature attacks.

(d) The second player now advances, never to retreat.

THE next game of Signor DUBOIS was contested against a Polish amateur at Turin.

*(French Game.)**White.* (Signor DUBOIS.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. B. fourth
4. K. P. takes P.
5. Q. Kt. to Q. B. third
6. Q. to her Kt. third
7. P. takes B.
8. Kt. to K. B. third
9. Q. B. to Q. R. third
10. K. B. to Q. third
11. Q. to her B. second
12. Castles on the King's side
13. P. takes P.
14. P. to Q. B. fourth
15. Q. B. to Q. sixth
16. P. to Q. B. fifth
17. Q. R. to Q. Kt. square (d)

Black. (Mr. —.)

1. P. to K. third
2. P. to Q. B. third (a)
3. P. to Q. fourth
4. Q. B. P. takes P.
5. K. B. to Q. Kt. fifth
6. B. takes Kt. (check)
7. K. Kt. to K. second
8. Castles
9. K. R. to K. square
10. Q. Kt. to Q. B. third
11. P. to K. B. fourth (b)
12. K. Kt. to his third
13. Q. takes P.
14. Q. to her R. fourth (c)
15. Q. to her square
16. P. to Q. R. third
17. Q. Kt. to K. second

White. (Signor DUBOIS.)

18. K. B. to Q. B. fourth
19. K. R. to K. square
20. K. Kt. to his fifth
21. Q. takes P. (e)
22. R. takes K. P.

Black. (Mr. —.)

18. Q. Kt. to Q. fourth
19. K. Kt. to K. second
20. K. Kt. to Q. B. third
21. Q. Kt. to K. B. third

And Black gave up the game.

Notes.

- (a) This leads to a somewhat cramped game. "P. to Q. fourth" gives more freedom to the second player's pieces.
- (b) After this move the K. P. is left in an exposed situation.
- (c) "Q. to her square" is better play.
- (d) Hampering Black's Bishop most effectually.
- (e) A very little consideration will show the reader the soundness of this excellent move.

CHESS IN GERMANY.

THE ensuing game between Herr HAMPE, one of the leading Austrian players, and Herr HARRWITZ, the celebrated Prussian player, is extracted from our valuable contemporary, the *Wiener Schachzeitung*.

*(Sicilian Opening.)**White.* (Herr HAMPE.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. Castles
5. P. to Q. R. fourth
6. P. takes P.
7. K. R. to K. square (check)
8. K. B. to Q. Kt. third
9. P. to Q. third
10. Q. B. to K. B. fourth
11. Q. Kt. to Q. second
12. P. to K. R. third
13. P. to Q. B. third
14. Q. B. to K. Kt. third
15. Q. to her B. second

Black. (Herr HARRWITZ.)

1. P. to Q. B. fourth
2. Q. Kt. to Q. B. third
3. P. to K. third
4. P. to Q. R. third
5. P. to Q. fourth
6. P. takes P.
7. K. B. to K. second
8. K. Kt. to K. B. third
9. Castles
10. Q. B. to K. Kt. fifth
11. Q. Kt. to Q. fifth
12. Q. B. to K. R. fourth
13. Q. Kt. to K. third
14. Q. to her second
15. K. B. to Q. third

White. (Herr HAMPE.)

16. K. Kt. to K. fifth
17. K. R. takes B.
18. P. to K. B. fourth
19. P. to K. B. fifth
20. Q. Kt. takes P.
21. Q. B. to K. R. second
22. Q. to her second
23. P. takes Q. Kt.
24. K. R. to K. second
25. P. to Q. fourth
26. Q. Kt. to Q. R. fifth
27. P. to Q. Kt. fourth
28. B. to K. fifth (d)
29. P. to Q. B. fourth
30. P. takes P.
31. K. to his R. second
32. Q. R. to K. Kt. square
33. K. R. to K. Kt. second
34. K. R. to K. second
35. P. to Q. B. fifth
36. R. takes Kt. (e)
37. P. to Q. B. sixth
38. P. takes P.
39. Kt. takes Q. R.
40. B. to K. third
41. R. to Q. B. third
42. Q. to her B. square
43. R. to K. Kt. third
44. R. to Q. B. third
45. R. to Q. B. seventh
46. K. to his Kt. square
47. R. takes Q.
48. K. to his B. second
49. R. to Q. sixth
50. R. takes Q. R. P.
51. R. to Q. R. eighth (check)
52. P. to Q. R. fifth
53. P. to Q. R. sixth
54. P. to Q. R. seventh
55. B. to Q. B. seventh (h)

Black. (Herr HARRWITZ.)

16. B. takes K. Kt.
17. B. to K. Kt. third
18. P. to Q. B. fifth (a)
19. P. takes B. (b)
20. K. Kt. to K. R. fourth
21. K. Kt. to K. B. fifth
22. P. to K. B. third
23. K. Kt. takes K. P.
24. Q. to her B. third (c)
25. B. to K. fifth
26. Q. to her Kt. third
27. P. to K. B. fourth
28. P. to K. B. fifth
29. P. to K. B. sixth
30. K. R. takes P.
31. Q. R. to K. B. square
32. Q. R. to K. B. second
33. K. R. to K. B. fourth
34. Q. to her square
35. Kt. to K. Kt. fourth
36. K. R. takes R. (f)
37. K. R. to his fourth
38. Q. R. takes P.
39. Q. to her B. square (g)
40. Q. takes Kt.
41. Q. to her second
42. P. to K. R. third
43. P. to K. Kt. third
44. B. to K. B. fourth
45. R. takes K. R. P. (check)
46. B. to K. fifth
47. R. to K. R. eighth (check)
48. R. takes Q.
49. R. to Q. Kt. eighth
50. R. takes Q. Kt. P.
51. K. to his B. second
52. P. to K. Kt. fourth
53. R. to Q. R. fifth
54. R. to Q. R. third
55. P. to K. R. fourth

<i>White.</i> (Herr HAMPEL)	<i>Black.</i> (Herr HARRWITZ.)
56. B. to Q. Kt. sixth	56. R. takes B.
57. R. to K. B. eighth (check)	57. K. takes R.
58. P. to Q. R. eighth (becoming a Queen) (check)	58. K. to his B. second
59. Q. to her R. seventh (check)	59. K. to his B. third
60. Q. takes R. (check)	

White won the game.

Notes.

(a) From this point the game becomes very interesting, every part of it being beautifully played by both combatants.

(b) Our contemporary gives the following variation :—

20. R. takes B.	19. B. takes P.
21. P. takes Kt.	20. Kt. to Q. fifth
	21. P. takes B.

and afterwards "Q. takes R."

(c) Threatening to win at least a Pawn by "Q. to her Kt. third (check)."

(d) Both players occupy a menacing position with their Bishops. White eventually gains the victory, but Black at the present stage of the game is superior at the point of attack, his King's Bishop's Pawn giving him virtually a numerical preponderance.

(e) This was a compulsory sacrifice.

(f) Our contemporary here gives a diagram of the position, in order to prove that Black would have won the game had he taken the Rook with his Queen. We will reprint the variation up to a certain point, when we will make a substitution of some new moves. The diagram at the end of this note represents the position after White's 36th move.

Variation :—

37. Q. takes Q.	36. Q. takes R.
38. B. to K. Kt. third (to prevent "R. to K. B. eighth.")	37. K. R. takes Q.
39. R. to K. Kt. second	38. Q. R. to K. B. sixth*
40. P. to K. R. fourth	39. Q. R. to K. B. eighth
Our contemporary now plays, for Black's 40th move, "K. R. to K. Kt. fifth," and continues the game to the second player's advantage; we prefer	
41. K. takes R.	40. Q. R. to K. R. eighth (check)
42. Kt. takes P.	41. R. takes B.
43. Kt. to Q. sixth (there seems to be no better move)	42. R. takes R.

* Is it quite clear that he cannot move his R. to K. B. eighth?—Ed. C.P.C.

44. Kt. takes B.

45. P. to Q. fifth

46. P. to Q. B. sixth (or A)

43. R. to Q. Kt. seventh (discovering check)

44. P. takes Kt.

45. R. takes P.

46. R. to Q. B. fifth

And then "R. to Q. B. fourth," winning easily.

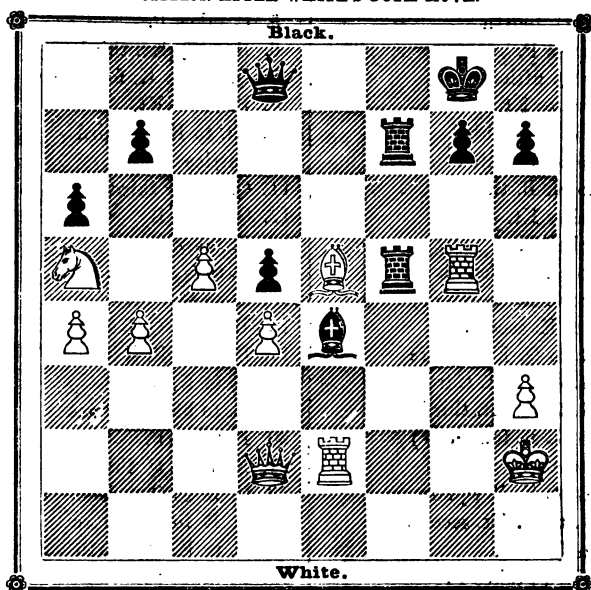
(A)

46. P. to Q. sixth

46. R. to Q. fifth

And then "R. to Q. fourth," winning as before.

POSITION AFTER WHITE'S 36TH MOVE.



(g) Attacking the Knight, and threatening mate in four moves.

(h) This end-game is dexterously played. It is not very difficult, and may therefore be perused with advantage by our younger readers.

CHESS IN THE METROPOLIS.

BETWEEN the President of the London Chess-Club and Mr. BRIEN.

*(Gioco Piano.)**White.* (Mr. BRIEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth
6. P. takes P.
7. P. to Q. fifth
8. Kt. takes Kt.
9. Kt. to Q. B. third
10. B. to K. Kt. fifth
11. Q. to K. B. third
12. B. takes Kt.
13. Q. takes Q.
14. P. to K. Kt. fourth (*b*)
15. P. to K. R. fourth (*d*)
16. Kt. to K. second (*e*)
17. Q. R. to Q. Kt. square
18. Q. R. to Q. Kt. third
19. Q. R. to K. Kt. third
20. P. to K. B. fourth (*f*)
21. Kt. takes P.
22. K. R. to K. B. square
23. Q. R. to K. Kt. second
24. B. to Q. third
25. K. Kt. P. takes P.
26. Q. R. to K. second
27. K. to his B. second
28. Q. R. to Q. Kt. second
29. K. to his third
30. Q. R. to K. Kt. second
31. K. to Q. fourth
32. K. R. takes K. B.
33. Q. R. takes R. (check)
34. R. to K. B. sixth

Black. (Mr. MONGREDIEN.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. P. takes P.
6. B. to Q. Kt. third
7. Q. Kt. to K. fourth (*a*)
8. P. takes Kt.
9. Kt. to K. B. third
10. Castles
11. Q. to her third
12. Q. takes B.
13. P. takes Q.
14. P. to Q. R. third (*c*)
15. B. to Q. fifth
16. B. takes Q. Kt. P.
17. B. to Q. R. sixth
18. B. to K. second
19. K. to his R. square
20. P. takes P.
21. K. B. to Q. third
22. Q. B. to Q. second
23. Q. R. to K. square
24. P. to K. B. fourth
25. B. takes P.
26. K. B. to Q. Kt. fifth (check)
27. Q. B. to K. Kt. fifth
28. K. B. to Q. third
29. P. to Q. Kt. fourth (*g*)
30. K. R. to K. Kt. square
31. K. B. takes Kt. (*h*)
32. B. to K. R. fourth
33. K. takes R.
34. R. to Q. R. square

White. (Mr. BRIEN.)

35. B. to Q. B. sixth
36. P. to K. fifth
37. B. to K. B. fifth
38. B. takes B.
39. P. to Q. sixth
40. P. takes P.
41. K. to Q. B. fifth
42. K. to Q. Kt. sixth (i)
43. R. to Q. B. seventh (check)
44. P. takes R.
45. K. takes P.
46. K. takes P.

Black. (Mr. MONGREDIEN.)

35. R. to Q. R. second
36. K. to his Kt. second
37. B. to K. Kt. third
38. K. R. P. takes B.
39. P. takes P.
40. K. to his B. square
41. K. to his square
42. K. to Q. second
43. R. takes R.
44. K. to Q. B. square
45. K. takes P.

The game is equal, as Black can advance his Pawn to K. B. fourth, and, if White take his King over to the right wing with the view of playing "P. to K. R. fifth," can easily arrest the progress of the Q. R. Pawn with his King.

Notes.

(a) Whether this move is as good as "Q. Kt. to K. second" is a disputed question.

(b) Thus far the opening is taken from the fourth game between De La Bourdonnais and M'Donnell.

(c) M'Donnell here played "K. to his Kt. second."

(d) An indifferent move, as it leaves the K. Kt. Pawn open to attack. Suppose

15. P. to K. R. fourth
16. R. to K. Kt. square
17. B. to K. second
18. B. takes B.

15. B. takes K. Kt. P.
16. P. to K. R. fourth
17. K. to his B. square
18. B. to K. Kt. square, &c.

(e) Preferring the loss of the Q. Kt. Pawn to that of the K. Kt. Pawn.

(f) This premature advance ought to have lost White the game, as it enables Black to undouble his Pawns.

(g) "B. to Q. B. fourth (check)" seems to be a more confining move.

(h) This is presently shown to be injudicious, and either to cost Black a Pawn or to place his Rook under considerable restraint.

(i) Variation :—

42. R. to Q. B. eighth (check)
43. B. to K. B. eighth
44. R. to K. eighth (check)
45. K. to Q. B. sixth

42. K. to Q. second
43. K. to his third (or A)
44. K. to his B. third

And wins.

(A)

44. R. takes P. (check)
 45. R. takes R.
 46. K. to Q. fifth
 47. K. to his sixth
 48. K. to his B. sixth

43. R. to Q. Kt. second
 44. K. to Q. B. square
 45. K. takes R.
 46. K. to Q. B. square
 47. K. to Q. square

And wins.

Pool at Chess between Mr. BRIEN, Herr FALKBEER, and Mr. ZYTOGORSKI.

FIFTH GAME.

(Centre Gambit.)

White. (Herr FALKBEER.)

1. P. to K. fourth
 2. P. to Q. fourth
 3. K. B. to Q. B. fourth
 4. Q. to K. second
 5. P. to Q. B. third
 6. P. takes P.
 7. K. Kt. to K. B. third (b)

Black. (Mr. ZYTOGORSKI.)

1. P. to K. fourth
 2. P. takes P.
 3. Q. to K. R. fifth (a)
 4. K. B. to Q. Kt. fifth (check)
 5. P. takes P.
 6. K. B. to Q. B. fourth
 7. Q. to K. R. fourth (c)

Notes.

- (a) "K. Kt. to K. B. third" is a good move.
 (b) He would gain nothing by taking the Bishop's Pawn, checking.
 (c) "Q. to K. second" was the correct move. "Q. to K. R. fourth" loses the game off-hand, as White replies of course with "P. to K. Kt. fourth," &c. Black, it is hardly necessary to say, gave up the game directly.
-

SIXTH GAME.

(Knight's Game of Ruy Lopez.)

Black. (Mr. ZYTOGORSKI.)

1. P. to K. fourth
 2. K. Kt. to K. B. third
 3. K. B. to Q. Kt. fifth
 4. P. to Q. B. third
 5. P. to Q. fourth

White. (Herr FALKBEER.)

1. P. to K. fourth
 2. Q. Kt. to Q. B. third
 3. K. Kt. to K. second (a)
 4. P. to Q. third (b)
 5. P. takes P.

Black. (Mr. ZYTOGORSKI.)

6. P. takes P.
7. Q. B. to K. Kt. fifth
8. Q. B. to K. R. fourth
9. Q. B. to K. Kt. third
10. Q. Kt. to Q. B. third
11. P. to Q. fifth
12. K. Kt. to Q. fourth (c)
13. Q. takes B.
14. P. to K. B. fourth
15. Q. takes K. P.
16. Castles on the Q. side
17. K. B. to Q. B. fourth
18. K. B. P. takes P.
19. Q. B. to K. B. fourth
20. K. B. to Q. third
21. K. B. to Q. Kt. square
22. Q. to K. B. third
23. Q. R. to Q. second
24. K. R. to K. Kt. square
25. P. takes P.
26. Q. to K. R. third
27. P. to K. Kt. fourth (e)
28. B. takes Kt.
29. Q. takes P. (check) (f)
30. B. takes Q.
31. B. to K. third
32. R. takes Kt.
33. B. to Q. fourth

White. (Herr FALKBEER.)

6. Q. B. to Q. second
7. P. to K. R. third
8. P. to K. Kt. fourth
9. K. B. to K. Kt. second
10. P. to K. B. fourth
11. Q. Kt. to his square
12. B. takes Kt.
13. Castles
14. K. B. P. takes K. P.
15. K. Kt. to K. B. fourth
16. P. to Q. B. third
17. K. to his R. second
18. Q. takes P. (check)
19. Q. to K. Kt. third
20. Q. Kt. to Q. R. third
21. Q. R. to K. square
22. K. R. to K. Kt. square
23. K. to his R. square
24. Q. R. to K. B. square
25. P. takes P.
26. Q. Kt. to Q. B. fourth (d)
27. Q. to K. B. third
28. B. takes B.
29. Q. takes Q.
30. Q. R. to K. B. third
31. Kt. to Q. sixth (check) (g)
32. B. takes R.

And wins.

Notes.

(a) We should like to see the merit of "B. to Q. B. fourth" followed, not by "K. Kt. to K. second," but by "Q. to K. B. third," tested more fairly than it has been at present. To us it appears to present in many ways a less exceptionable defence than the one adopted in the text.

(b) There are not wanting those who advocate "K. Kt. to his third" at this point. We prefer the move in the text.

(c) Threatening, if White play "P. to K. B. fifth," to post the Knight at K. sixth, with irretrievable ruin to White's game.

(d) The ability shown in the management of this difficult defence is

only surpassed by the unflinching perseverance and tenacity with which the attack is maintained by the opening player.

(e) We believe this to be the soundest move. There is, however, another ingenious combination on the board.

27. R. takes P.	27. Kt. takes R.
28. B. takes Q.	28. B. takes Q.
29. B. to K. fifth (check)	29. R. to K. Kt. second
30. P. takes B.	

With a fine game.

(f) Variation :—

29. B. takes K. R. P.	29. B. takes K. Kt. P.
30. R. takes B.	30. Q. to K. B. eighth (check)

And White gains the advantage.

(g) This move expedites the inevitable catastrophe. The seventh game of this pool was won by Herr Falkbeer, who thus gained the victory over his opponents, having been the first to score two games. We regret that our rule to edit only original games in this Magazine, with an occasional exception in favour of games that have been published in foreign journals, will prevent us from printing the game. We have been obliged to make this rule on account of a very faulty system having sprung up amongst contributors to Chess columns. The system to which we allude is that of sending simultaneously to different Chess editors the same contribution. The game in question between Herr Falkbeer and Mr. Zytogorski was, in accordance with this system, sent to, and appeared in, another Chess column in England. By way of compensation to our readers, for thus depriving them of the pleasure of perusing one of Herr Falkbeer's games, we will present them in a later portion of our number with at least one more original specimen of the skilful German player's genius.

A WELL-PLAYED game from the match now pending between Mr. JANSSENS and the Hon. Sec. of the M'Donnell Club.

(*French Game.*)

<i>White.</i> (Mr. JANSSENS.)	<i>Black.</i> (Mr. KENNY.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. K. Kt. to K. B. third	4. Q. B. to K. third (a)
5. K. Kt. to his fifth	5. Q. to K. B. third
6. K. B. to Q. third	6. Q. B. to K. B. fourth

White. (Mr. JANSSENS.)

7. B. takes B.
8. Castles
9. P. to K. B. fourth
10. P. to K. R. third
11. Q. Kt. to Q. second
12. Q. Kt. to K. B. third
13. Q. Kt. to K. fifth
14. P. to K. Kt. fourth
15. P. to Q. B. third
16. Q. B. P. takes P.
17. B. to K. third
18. Q. R. to Q. B. square
19. Kt. takes Kt.
20. P. to K. Kt. fifth
21. Q. takes K. R. P.
22. Kt. to K. Kt. sixth
23. Q. to K. R. eighth (check)
24. Kt. to K. fifth (check)
25. P. takes R. (discovering check)
26. R. takes Kt. (check)
27. Q. to K. R. fourth
28. Q. to K. Kt. fourth
29. P. to K. R. fourth
30. P. to K. R. fifth (check)
31. R. to K. B. seventh (c)
32. B. takes B.
33. Q. takes P.
34. Q. mates

Black. (Mr. KENNY.)

7. Q. takes B.
8. K. B. to K. second
9. K. Kt. to K. B. third
10. P. to K. R. fourth
11. P. to Q. B. fourth
12. Q. Kt. to Q. B. third
13. Castles on the King's side
14. Q. to her B. square
15. P. takes Q. P.
16. Q. Kt. takes P.
17. Q. Kt. to K. third (d)
18. Q. to her square
19. P. takes Kt.
20. Kt. to K. fifth
21. R. to K. B. fourth
22. Kt. to K. Kt. sixth
23. K. to his B. second
24. R. takes Kt.
25. Kt. takes R.
26. K. to his Kt. third
27. Q. to K. R. square
28. Q. to K. Kt. square
29. P. to Q. Kt. third
30. K. to his R. second
31. B. to Q. B. fourth
32. P. takes B.
33. P. to Q. fifth (d)

Notes.

(a) "K. B. to Q. third" is preferable.

(b) "Q. Kt. to Q. B. seventh" would have tended much towards preserving the advantage gained by Black at the time when his opponent, either with or without design, sacrificed a Pawn.

(c) A very fine and powerful move.

(d) There is no resource. If Black play "K. to his R. square," White can rejoin with "P. to K. R. sixth."

THE next game is from a match between Messrs. GREEN and JANSSENS. At its termination the boards of the M'Donnell Club gave the following score:—Mr. JANSSENS, 7 games; Mr. GREEN, 3 games; Equal, 3 games.

(*Sicilian Opening.*)

White. (Mr. GREEN.)

1. P. to K. fourth
2. K. Kt. to K. second
3. P. to Q. B. fourth (*a*)
4. Q. Kt. to Q. B. third
5. K. Kt. to his third
6. K. B. to Q. third
7. Castles
8. P. to K. B. fourth
9. P. to Q. Kt. third
10. Q. B. to Q. Kt. second
11. Q. to K. R. fifth
12. P. to K. B. fifth
13. K. B. to Q. Kt. square
14. P. to Q. R. third
15. Q. Kt. to Q. fifth
16. B. takes Kt.
17. B. to Q. R. second (*c*)
18. Q. to her square
19. P. to Q. Kt. fourth
20. P. to Q. third
21. K. P. takes B.
22. Q. Kt. P. takes P.
23. K. to his R. square
24. K. R. to his B. second
25. Q. R. to Q. Kt. square
26. Q. to K. square
27. K. R. to Q. Kt. second
28. P. to Q. B. fifth
29. Q. takes Q.

Black. (Mr. JANSSENS.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to Q. B. third
4. K. Kt. to K. second
5. Q. Kt. to Q. fifth
6. K. Kt. to Q. B. third (*b*)
7. K. B. to K. second
8. P. to Q. third
9. P. to Q. R. third
10. Castles
11. P. to K. fourth
12. K. Kt. to Q. Kt. fifth
13. Q. B. to Q. second
14. K. Kt. to Q. B. third
15. P. to K. B. third
16. Kt. takes B.
17. B. to K. square
18. P. to Q. Kt. fourth
19. B. to K. B. second
20. B. takes Kt.
21. Q. to her Kt. third
22. Q. takes P.
23. Q. takes Q. R. P.
24. P. to Q. Kt. fifth
25. Q. to her R. fourth
26. K. R. to Q. Kt. square
27. B. to Q. square
28. P. to Q. Kt. sixth (*d*)
29. B. takes Q.

And wins.

Notes.

(*a*) Major Jänisch condemns this move. The editor of the "English Handbook" concurs in the Major's criticism.

(*b*) The reader will observe the commanding position that the Knights

have already occupied. This result is mainly owing to White's third move.

(c) Mr. Staunton's remark in the "English Handbook," "that after the first player's move, 'P. to Q. B. fourth,' his chief Bishop must be shut in, play as he will," is verified to the letter in this game. Nothing, indeed, could be worse than the position of this unfortunate Bishop throughout the contest, unless it were counterbalanced by the scanty assistance that the Black King's Bishop is able to render to his own side. The inactivity of these two leapers over the field at once mars the combinations of a game at Chess.

(d) Black dexterously avails himself of the support that his at length released Bishop yields to the rest of his forces.

TOURNAMENT IN THE M'DONNELL CHESS-CLUB.

Match between Herr FALKBEER and Mr. JANSSENS.

FIRST GAME.

(The Q. B. Pawn's Game in the K. Kt. Opening.)

White. (Mr. JANSSENS.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. B. third
4. P. to Q. fourth
5. K. B. to Q. Kt. fifth
6. K. Kt. takes P.
7. Kt. takes Q. B.
8. Castles (b)
9. P. to Q. B. fourth (d)
10. Kt. to Q. B. third
11. P. takes Kt.
12. B. to Q. R. fourth
13. Q. to K. second
14. P. takes P.
15. Q. to her square
16. K. to his R. square
17. Q. takes Kt. (e)
18. Q. to K. B. third
19. B. to K. B. fourth
20. Q. takes Q.
21. Q. R. to K. square

VOL. IV.

Black. (Herr FALKBEER.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. Kt. to K. B. third
4. P. to Q. fourth (a)
5. K. Kt. takes P.
6. Q. B. to Q. second
7. Q. takes Kt.
8. B. to K. second (c)
9. Castles on the King's side
10. Kt. takes Kt.
11. P. to Q. R. third
12. Q. R. to Q. square
13. K. R. to K. square
14. Kt. takes P.
15. Kt. to K. seventh (check)
16. P. to Q. Kt. fourth
17. B. to K. B. third (f)
18. P. takes B.
19. Q. takes P.
20. R. takes Q.
21. R. takes R.

H

White. (Mr. JANSSENS.)

22. R. takes R.
23. B. takes P.
24. R. to Q. B. square
25. P. to K. R. fourth
26. P. takes P.
27. P. to K. B. fourth
28. R. to Q. B. sixth
29. P. to Q. R. third
30. B. to Q. sixth
31. P. to K. Kt. fourth
32. P. to K. Kt. fifth
33. B. to Q. B. seventh
34. B. to Q. sixth
35. P. takes P. in passing
36. K. to his Kt. second
37. B. takes B.
38. R. to Q. R. sixth (i)
39. K. to his B. third
40. K. to his fourth (l)
41. R. takes P.
42. K. to his B. third (m)
43. K. to his third
44. K. to his B. third
45. R. to Q. R. sixth (check)
46. K. to his third (n)
47. K. to Q. third
48. K. to Q. B. third
49. K. to Q. Kt. third
50. R. to Q. R. fourth
51. R. to Q. B. fourth (check)
52. R. to Q. R. fourth
53. R. takes P.
54. K. to Q. Kt. fourth
55. R. to Q. R. eighth
56. R. to Q. eighth (check)
57. R. to K. eighth (check)
58. R. to K. B. eighth
59. K. to Q. B. fourth
60. R. to K. eighth (check)
61. K. to Q. third

Black. (Herr FALKBERG.)

22. P. to K. Kt. fourth
23. B. takes P.
24. R. to Q. seventh
25. B. to K. B. third (g)
26. B. takes P.
27. B. to K. B. third
28. K. to his Kt. second
29. R. to Q. sixth
30. P. to Q. R. fourth
31. B. to Q. Kt. seventh
32. B. to Q. B. sixth (h)
33. B. to Q. Kt. seventh
34. P. to K. R. fourth
35. K. to his R. second
36. B. takes P.
37. R. takes B.
38. R. to Q. R. seventh (check) (k)
39. P. to Q. R. sixth
40. R. to Q. Kt. seventh
41. P. to Q. R. seventh
42. K. takes P.
43. P. to K. B. fourth
44. K. to his Kt. third
45. K. to his B. second
46. K. to his second
47. K. to Q. second
48. R. to K. B. seventh
49. K. to Q. B. second
50. K. to Q. B. third
51. K. to Q. fourth
52. R. takes P. (o)
53. R. to K. B. sixth (check)
54. K. to Q. fifth
55. P. to K. B. fifth
56. K. to his sixth
57. K. to his B. seventh
58. K. to his seventh
59. R. to K. B. eighth
60. K. to his B. seventh
61. P. to K. B. sixth

White. (Mr. JANSSENS.)

- 62. K. to Q. second
- 63. R. to K. B. eighth
- 64. R. to K. Kt. eighth (check)
- 65. K. to his third

Black. (Herr FALKBEER.)

- 62. R. to Q. R. eighth
- 63. K. to his Kt. seventh
- 64. K. to his B. eighth
- 65. P. to K. B. seventh

And wins.

Notes.

- (a) This is the best defence to the opening, unless we are in error.
- (b) "Q. to her R. fourth" doubles Pawns on the Q. B. file.
- (c) "K. Kt. to Q. third" is recommended in the *Chess-Player's Chronicle* for 1855.
- (d) "Q. to her R. fourth" is now also a good move. In a match-game with another player, Mr. Janssens here posted his Q. B. at K. third.
- (e) White would have gained nothing by "B. takes Q. Kt. P."
- (f) Far better than taking the Bishop at once.
- (g) If "B. to K. Kt. second," White could rejoin with "B. to Q. R. fifth." Let us suppose

- 26. B. to Q. R. fifth
- 27. R. to Q. B. eighth (check)
- 28. P. to Q. R. third
- 29. K. to R. second
- 30. B. to Q. B. third (check)

- 25. B. to K. Kt. second
- 26. R. to Q. Kt. seventh, or to Q. fifth
- 27. B. to K. B. square
- 28. R. to Q. Kt. eighth, or to Q. eighth (check)
- 29. K. to his Kt. second
- 30. P. to K. B. third

White may now play "B. takes P. (check)," or "R. to Q. B. seventh (check)," with a good game. Instead of "B. to K. Kt. second," Black might apparently have played "B. to Q. Kt. seventh" without detriment to his game.

(h) Variation :—

- 33. B. to K. fifth (check)
- 34. R. to Q. B. eighth (check)
- 35. B. to K. B. sixth
- 36. B. to K. seventh

- 32. B. takes P.
- 33. K. to his Kt. square
- 34. B. to K. B. square
- 35. P. to Q. R. sixth
- 36. P. to Q. R. seventh

With a decisive advantage.

- (i) "R. to K. B. sixth" equalizes the game directly.
- (k) "R. to Q. R. eighth" would have saved time.
- (l) He should have captured the Pawn on Q. R. fifth.
- (m) "K. to his B. fifth" would lose the game.
- (n) "K. to his Kt. third," with the view of going to K. R. fourth, is safer play. The evil, however, is not irreparable at the present time.
- (o) The fatal mistake made by White when he took his King over to the Q. side is now evident.

SECOND GAME.

*(Sicilian Opening.)**Black.* (Herr FALKBEER.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to K. B. third (*a*)
4. K. B. to Q. B. fourth
5. P. to Q. B. third
6. Castles
7. P. takes P.
8. P. to K. fifth
9. Q. Kt. to Q. second
10. Q. Kt. to K. fourth
11. Q. Kt. to Q. sixth (check) (*c*)
12. P. takes B.
13. Q. to K. second (check)
14. R. to K. square
15. Q. B. to Q. second
16. P. to K. R. fourth
17. Q. to K. eighth
18. R. takes Q.
19. Q. R. to K. square
20. Q. R. to K. seventh
21. R. takes R.
22. R. takes K. B. P.
23. B. takes Kt.
24. R. to Q. B. seventh
25. B. takes P.
26. R. to K. Kt. seventh (check)
27. Kt. to K. Kt. fifth
28. R. to K. seventh
29. R. takes Q. Kt. P.
30. P. to Q. seventh
31. R. to Q. B. seventh
32. K. to his B. square
33. Kt. to K. B. seventh (check)
34. B. takes Kt.
35. Kt. to K. R. sixth (check)

White. (Mr. JANSSENS.)

1. P. to Q. B. fourth
2. P. takes P.
3. P. to K. fourth
4. Q. Kt. to Q. B. third (*b*)
5. Q. to her Kt. third
6. K. B. to K. second
7. P. takes P.
8. P. to K. R. third
9. K. B. to Q. B. fourth
10. K. Kt. to K. second
11. B. takes Kt.
12. K. Kt. to his third
13. K. to his B. square
14. Q. to her square
15. K. to his Kt. square
16. K. Kt. to K. B. square
17. Q. takes Q.
18. P. to K. Kt. third
19. K. to his Kt. second
20. K. Kt. to K. third (*d*)
21. K. takes R.
22. K. to his Kt. square
23. P. takes B.
24. P. to K. fourth
25. B. to K. B. fourth
26. K. to his R. square
27. Kt. to Q. square
28. Kt. to Q. B. third
29. P. to Q. sixth
30. Kt. to Q. fifth
31. Kt. to K. seventh (check)
32. Kt. to K. B. fifth
33. K. to his Kt. square
34. P. takes B.

And wins.

Notes.

(a) This move gives rise to a very interesting species of Gambit. The defence is difficult, but not untenable.

(b) "K. B. to K. second" is the move given in the German "Handbuch." The English "Handbook" suggests "K. Kt. to K. B. third." In a game published in the *Chess-Player's Chronicle* for 1855 the second player here moved "P. to Q. third."

(c) By this manoeuvre Black shuts in at least three pieces of his adversary.

(d) The capture of the Queen's Rook would be still more disastrous.

REVIEWS.

1. CHESS: A Poem in Four Parts. London: Thomas Harrison, 59 Pall-Mall. 1854.
2. THE CHESS-PLAYER'S ANNUAL FOR THE YEAR 1856. Edited by CHARLES TOMLINSON. London: Arthur Hall, Virtue, and Co., 25 Paternoster Row.

WHAT is Chess? Its history, through the acuteness and industry of its best and ablest writer, Dr. FORBES, is known; its pursuit has passed from the highest to the middle and lower classes; its nature is still shrouded in obscurity. Such a result should not be the subject of wonder. Chess is with the many an absorbing passion, an outlet for vanity, a mental dissipation; with the few it is Chess in its essence, Chess great, inventive, and self-dependent. Is Chess, then, a science or an art? or is it to be styled, in the loose and somewhat illogical language of the day, a scientific recreation? Is its *genus*, indeed, that of amusement and pleasure, and its *differentia* simply that it exceeds other recreations in difficulty, or, if any one prefer the term, in science? For our own part, we have never doubted, we do not doubt, the claim of Chess to be called an art. Let it be granted that it has at its command a fund of extensive knowledge, that it requires considerable experience, that it is not unattended by internal pleasure, is not its essence that of creation? Are we not to look to the highest form of Chess genius to determine its true nature? Can we, if we will thus far trouble ourselves, hesitate in assigning to the best specimens of Chess skill the gift of invention? A poet must know the rules of metre, an orator must understand the structure of sentences; but, with all this knowledge, poetry is an art, rhetoric is an art, not a science. Chess also is an art. Without originality a man may be a good writer of verses, a skilful builder of words, but not a poet nor an orator; without the creative faculty there may be the reproduction of variations from a manual, the practical discussion of an opening or some other temporary alphabet, but there is no Chess. The book of nature is the text-book of the poet, the Chess-artist's manual is the board. Give him board and men, and he will find rare gems of unspoken and unwritten thought, he will invent profound combinations. We need hardly say that,

holding the theory we have propounded, we are not likely to give assent to the popular opinion that excellence in Chess can be attained by a person whose mental qualifications are of an inferior order. On this head, however, we shall say the less, as some very judicious remarks are made by a writer in Mr. TOMLINSON'S Annual. We disagree with him, however, in his collocation of Chess amongst the sciences, and, indeed, from the internal evidence supplied by his words, could easily deduce its artistic nature. The writer's argument is thrown into the form of a dialogue :—

"The truth is, that in general the sciences, where taken to as a *délassement*, do, intellectually considered, but improve the faculties of memory and attention ; those which less admit of partial handling, and draw more on the intellect, as the mathematical studies, being rarely resorted to in the way of amusement. So that science has not closed the field against a recreation that shall at once amuse the mind and sharpen its faculties. And this description, I make bold to say, is pre-eminently answered by Chess. That it is amusing, its fascinating influence on those who have even but a moderate acquaintance with it sufficiently shows. And its tendency to sharpen the intellect is equally patent ; for memory, and the power of fixing the attention on the matter before it—by no means the commonest of faculties—will here find scope. And so will fertility of invention in devising deep-laid schemes, and sagacity in penetrating those of your adversary ; patience, too, in persisting in a design as long as it is feasible, and decision in breaking off when it ceases to be so, and falling into fresh combinations before your opponent can be sure that you have abandoned your first design. Caution tempered with boldness, and boldness with caution ; eager, yet self-possessed ; that mars no opportunity by precipitance, nor lets it slip by dilatory dawdling—may here find ample field of exercise. All the strategic qualities, in short, which are called forth in actual warfare, may here find parallel in this mimic battle of ours ; only here, if the general get into a scrape, he must not look to his soldiers to 'pull him through.'

"I must say," said the Lothian, "that you stand up stoutly for the intellectual character of your favourite game ; but how do you account for a dolt making a good Chess player?"

"I would desire the fact to be ascertained before attempting to explain it."

"Then you question it?"

"Undoubtedly."

"But you have heard the remark?"

"Often, and set it down as one of the sayings that serve to ventilate the lungs or point a period—conversation birds-of-paradise, truly ; all wing and no feet, that never settle on the *terra firma* of proof."

"But how do you account for its currency?"

"Easily. First, there is the paradox, which has always a pungency charming to many ; and paradox it is, that a stupid person should excel in what demands skill. And then, for the rest, they yield a lazy assent to what is indifferent to them. For who cares to confute what concerns them not ? The dullards, indeed, we need not reckon, who, feeling they are liable to be drawn for the Dolt Militia, would fain find a substitute in the man that checkmates them. Naturally enough ; for the infallible mark of noodledom, in all ages, has been disparagement of what it cannot attain to. And, finally, there is nothing so hard as to judge of character, and gauge the intellect of many that we meet with, although we all attempt it at times, and many of us fancy with success, from our judgments so seldom admitting of verification. Believe me, in many a judgment of doltism, if it came to revision, the critic would have to

change places with the man he condemns. And as to the matter in hand, I am convinced that in every individual case of connecting want of sense with skill at Chess, it would be found on examination that we had been mistaken in our estimate either of the person or of his proficiency in the game. There is, however, this of truth at the bottom of the prejudice, and may have given rise to it, viz., that you cannot pronounce on the *relative* intellect of the players from the result of a contest. To play the game well is positively a proof of intellect in the winner, but not of intellect superior to his opponent's. There are so many causes extraneous to the game that may render judgment on the point impossible: the loser's inexperience, for example; disturbed attention at the time, or pre-occupation; and returning recollection of some of the cares of the day, for escape from which he may have fled to the game, but which prove too strong for him, and pursue and reclaim the fugitive. Or he may be a literary man, and a passing observation have awakened a train of thought of more interest than the game, to which, therefore, he continues to pay but divided attention. Such considerations suffice to show that *with* the highest intellect there may be failure at Chess; but not that the game can be played to perfection *without* it. For what if the victor, instead of the vanquished, be subject to all the disturbing causes that we have hinted at, but by a strong effort of will keeps them at bay, and concentrates his attention on the matter before him, and that against an equal antagonist, is there no intellect exerted here? Or is it, indeed, so trivial a game that finds a field for its exercise?"

The passage quoted above contains, we believe, the seeds of truth. He who earnestly devotes his intellect to the pursuit of any subject will excel in it, but not, it may be, in other mental studies to which he does not bring the same painstaking attention. We must go further. Excellence in high Chess, such Chess as we sketch, is the inspiration of genius. We do not misapply the word *genius*, but apply it coolly and dispassionately to the greatest Chess. Have not the finest artists—a LEONARDO, a PAOLO, a SALVIO, and a DE LA BOURDONNAIS—when looking profoundly into a position, with a full knowledge of its different bearings, not with the puzzled amazement of mediocrity, have they not rivalled the inspiration of a REYNOLDS gazing at *The Transfiguration*? "When I have stood looking at that picture from figure to figure—the eagerness, the spirit, the close unaffected attention of each figure to the principal action—my thoughts have carried me away, that I have forgot myself, and for that time might be looked upon as an enthusiastic madman; for I could really fancy the whole action was passing before my eyes." So far indeed is Chess from not being the pursuit of genius, that we fear, on the contrary, that it exercises even a prejudicial influence on superior minds. Inferior minds will not be crippled by it. To them Chess is a mere affair of victory or defeat. It is not with them a contempt of victory, if won by anything but real eminence; it is not with them a preference of defeat, if inflicted by a more powerful mind; it is not that self-consciousness of genius with which M'DONNELL could acknowledge his inequality to DE LA BOURDONNAIS, and yet hope to come up to him; it is not that instinct with which ST. AMANT speaks of the impossibility of unravelling DES CHAPELLES' combinations in the middle of a game, and reserves to the master the faculty of final extrication. All this to them is unknown; they have never burst into the silent sea of mathematical precision, of unerring certainty. Great Chess is a severe tax on both time and mind.

Bacon regarded Chess as "over-wise;"
 And Walter Scott too costly deem'd the prize
 That needs for first-rate skill long years of toil.
 Far diff'rent seed he'd sow in mental soil:
 In the same time, with less of mental strain,
 He'd grasp a science, or a language gain,
 Open fresh stores of wisdom, genius, wit,
 And read new thoughts in mother-tongue not writ.
 "Such critics," you may say, "are not quite sound;
 They underrate the skill they never found."
 Then let great Philidor the point decide,
 His judgment you will surely not deride.
 You know his legacy—I do not state
 His legacy to Chess, that clever smother'd mate,
 But to his children, at the close of life,
 Addressed in touching language to his wife;
 An outlaw he, in poverty and pain,
 She striving hard their children's bread to gain:
 "God bless thee, dearest! in our dark distress;
 Let not our little ones e'er play at Chess." (a)

We are no advocates for professional play. Professors, as a body, have injured the character of Chess, and have done much towards creating a spurious enthusiasm for the diffusion of our game. We call enthusiasm spurious when it is argued gravely that Chess should be taught systematically in schools. The writer in Mr. TOMLINSON'S Annual whom we have previously quoted, is strongly infected with this enthusiasm. His words are:—

"I have little to add," said the pastor, "except that, having the charge of youth, the educational bearing of the game has chiefly struck me. My experience has led me to think very highly of Chess as a means of developing character in the young, and therefore revealing to the instructor what it is so vital for him to know, but which he often finds it so hard to get at; for the hearts of the young are apt to close against the attempts of the teacher to read them in the hour of instruction, and if they open at all it is in the hour of recreation. And at this game especially do the qualities of head and heart reveal themselves, quite unconsciously on the part of the players. It affords, accordingly, an easy opportunity for timely correction of deficiency or excess. With youth there is no disguise but will be thrown off in so earnest an occupation as they usually find this to be. The impetuous and the cautious, the timid and the overweening, the deliberate and the unthinking, show themselves here. And here the generous nature, that will take no advantage, contrasts with the illiberal, that accepts every indulgence, but yields nothing in turn. And the emulous but noble spirit that, eager for victory, yet scorns to extenuate defeat, is favourably distinguished from the meaner one that ascribes discomfiture to anything and everything but the skill of his opponent. In a word, these embryo men of ours contrive, on a Chess-board's narrow field, to play by anticipation the game of life in miniature, and with the self-same qualities that will one day mark the larger game. So satisfied, indeed, do I feel of its beneficial influence, that I would have Chess taught in every school throughout the land, so that every one might be able to play it. And least of

(a) These verses are from "Chess: a Poem," pp. 44, 45.

all, would I except the schools of the poor. For this result would follow, that the poor man of another generation would have the advantage of a familiar pastime, which he might enjoy at home with a neighbour by his own fireside, instead of resorting to nine-pins, which require the ale-house and a skittle-ground. And, lastly, the gambling spirit, which is making such havoc with the morals of our poor, as the betting-houses too painfully prove, would meet an appropriate check in the general cultivation of a game from which all chance is excluded. Hazard and Chess are antagonistic; for to the Chess mind nothing can be more alien than the gamester's spirit; while to the latter, whose very breath is the excitement of ever-fluctuating chance, the protracted deliberation of our game would be simply a torture. I could wish, therefore, that every hamlet and village in the country were as skilled in the game as the good people of Ströbeck in Germany."

We must own that we are little disposed to recommend the course prescribed. We are more inclined to agree with the remark made by Mr. TOMLINSON in his Poem, that the caution taught by Chess is Chess caution and nothing else:—

Again receive this caution from the Muse:
 Use Chess with moderation—not abuse.
 Respect its pow'rs, but view it as a sport;
 Play Chess for ever—Chess is all you're taught.
 It will not train the mind to useful thought;
 And e'en "the morals" which for Chess some claim,
 Franklin possess'd before he knew the game.
Caution which weighs with prudence, weighs again,
 Is never taught by wooden board and men;
 And *forethought, perseverance, and self-rule,*
 Are things not furnished in Caissa's school.
 Caution in Chess, but not in other things,
 Much practice at the board not seldom brings;
 And *forethought, perseverance, and self-rule,*
 Chess, for her own sake, gives to wise and fool.
 The cautious player oft incautious lives,
 Withholds what's due, without a claim he gives;
 There are who move with forethought on the field,
 In life move rashly, and to impulse yield;
 Men who in uphill games still persevere,
 Cowards in life, wayward and insincere;
 Men who in play are calm and self-possess'd,
 At work—if e'er they work—with nervous fears distress'd.

We think that too many men wish to become good Chess-players.

"Non equis homini contingit adire Corinthum ;"

we want fewer stringers of verses, fewer spouters, even less Chess-play. Would it not be wiser for many amongst our amateurs to content themselves with playing over the games of gifted geniuses, and not to enter so much into the arena of practical play? Is not the admiration of a great painting a proof of better taste than the composition of bad pictures? We seek not to call back him who is born a Chess-artist, who bears about

him the mark of divinity. His genius may not be a blessing to him. It may place him, as it has placed others, in a false position, if he keep it not within due bounds; it may colour all his pursuits; it may affect even his life. We know that he is impelled towards what he does, that he must fulfil his destiny:—

“Illum aget pennâ metuente solvi
Fama superstes.”

We wish rather to impress upon those who have not this secret influence working within them, the lesson of a truer caution, a keener foresight, than they will learn from the pursuit of Chess.

The volumes before us contain much of which we cordially approve, much that is instructive as well as interesting. The Poem is the work of Mr. CHARLES TOMLINSON, the author of “Amusements in Chess,” the best popular treatise that has been written upon our art. It is partly serious, partly serio-comic, its object being “not to discourage Chess as an amusement, but to point out some of the evils which arise from the too eager or exclusive cultivation of the game on the part of amateurs and professed players.” The “Annual” is edited by the same gentleman, but is not entirely written by him, as there are in it several original articles contributed by friends and supporters of the undertaking. Thus we have an interesting article by Captain KENNEDY; a good dialogue, that from which we have made extracts, by Mr. COUR; an amusing legend by Mr. COLLINS; besides several compositions of merit from the pen of the editor. In addition to these literary effusions we have a collection of tolerable games, and a much better series of problems, by such composers as HORWITZ, KLING, and BAYER, and Mr. TURTON. Perhaps the neatest portion of the volume is the skilful admixture of several aphorisms which have been written mainly by the editor. With some of these, a sensible sonnet, and an extract from the Poem, by way of showing Mr. TOMLINSON's manner of passing from the comic into the serious style of writing, we will conclude this notice:—

STUDY FROM BOOKS.

The study of books may enlarge the Chess faculty, but the danger is that it will only *gorge* it; so that the information required cannot be got at the proper time, on account of the close and indiscriminate packing.

BOOK KNOWLEDGE.

A man with much book knowledge and but little creative talent in Chess, is like a talkative man with a large memory and a small understanding. He is always quoting authors, but seldom in the right place.

CHESS BOOKS.

Dryden terms books “spectacles to read nature.” Chess-books should be used as we use spectacles, namely, to assist the sight; although some players make use of them as if they thought they conferred sight.

THE TEST.

Show me thy verses, I'll tell if thy lute is the lute of Apollo,
 Less by the notes that are sung; more by the thoughts they suggest.
 Show me thy game, I will tell if thy promise is that of a master
 Less by the moves that are made; more by resources conceal'd.

SONNET ON THE PROPOSAL FOR A LADIES' TOURNAMENT.

Not the stern contest on the chequer'd field,
 Nor deep-laid plot, nor calculation nice,
 Where foes their subtle, unseen weapons wield,
 Weighing each other's plans with skill precise;
 Not there, O lady! is thy mission found.
 Men love th' exciting intellectual life,
 The war of words, the real or mimic strife;
 But thou shouldst walk the consecrated ground
 Of home, and make that home a paradise,
 Where serpent never enters, where all smile
 Beneath the influence of thy gentle eyes,
 Teaching by patience sorrow to beguile,
 Raising man's nature to heroic deed,
 To love and charity, and making foes agreed.

PROBLEM COMPOSERS.

(*From the Poem, p. 42.*)

Problem composers in Chess-rooms are found,
 Idle as poets, and not half so sound;
 They seldom play, and poets seldom work,
 An honest contest o'er the board they shirk;
 And spend their time in torturing the men
 With mates in fifty upwards, down to ten.
 Theirs, strange positions which true Chess ignores,
 Or strange conditions which true Chess deplores;
 Problems in form of swords or crooked staff,
 Eggs, lions, comets, and the appropriate calf.
 When to each monster they existence give,
 They rush to show him, while he's strength to live.
 For sake of peace and brevity, you smile
 As if approving, though you're bor'd the while.
 No hope; for when this monster's laid asleep,
 Another rises the dull watch to keep.
 But some composers blend, with natural grace,
 A work in which the well-trained mind we trace;
 No piece or Pawn superfluous, out of place;
 The mates in five descending down to two—
 Ingenious, subtle, unexpected, new.
 Respect their skill; their names 'twere long to sing,
 But one we give as type—ingenious Kling.

E.

PROBLEMS.

No. V.—By Herr Horwitz.
(From Mr. Tomlinson's "Annual.")



White to move and win.

No. VI.—By Mr. Bone.
(From Mr. Tomlinson's "Annual.")



White to play, and mate with Q. Kt. Pawn in six moves.

CHESS IN THE METROPOLIS.

BETWEEN the President and another member of the London Chess-Club.

*(King's Bishop's Gambit.)**White.* (Mr. MONGREDIEN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to Q. B. fourth
4. K. B. takes P.
5. Q. Kt. to Q. B. third
6. K. B. to Q. Kt. third
7. K. Kt. to K. B. third
8. P. to Q. third
9. Q. Kt. to Q. R. fourth (a)
10. Kt. takes K. B.
11. Castles
12. Q. R. P. takes Kt.
13. P. to K. R. third
14. Q. to her second
15. R. takes B.
16. P. to K. Kt. third
17. P. takes P.
18. Q. to K. R. second
19. B. takes Kt.
20. P. to Q. B. third
21. K. R. takes P.
22. P. to Q. fourth
23. K. R. to K. B. fifth (c)
24. K. to his R. square
25. Q. to K. fifth (check)
26. Q. R. to K. Kt. square
27. Q. to K. R. second
28. K. takes Q.
29. R. takes K. R.
30. P. to Q. fifth
31. R. takes P.
32. P. takes R.
33. P. to Q. B. fourth
34. K. to his Kt. third (f)
35. K. to his B. third

Black. (Mr. BRIEN.)

1. P. to K. fourth
2. P. takes P.
3. P. to Q. fourth
4. K. Kt. to K. B. third
5. P. to Q. B. third
6. Q. B. to K. Kt. fifth
7. K. B. to Q. B. fourth
8. Q. to her B. second
9. Q. Kt. to Q. second
10. Q. Kt. takes Kt.
11. Kt. takes B. (b)
12. Castles on the King's side
13. B. to K. R. fourth
14. B. takes Kt.
15. P. to K. Kt. fourth
16. Kt. to K. R. fourth
17. Kt. takes P.
18. Q. to K. fourth
19. P. takes B.
20. Q. R. to Q. square
21. K. to his R. square
22. Q. to her Kt. fourth
23. K. R. to K. Kt. square (check)
24. Q. to her sixth (d)
25. K. R. to K. Kt. second
26. Q. takes K. R. P. (check)
27. Q. takes Q. (check)
28. Q. R. to Q. third
29. K. takes B.
30. P. takes P.
31. R. takes R. (e)
32. K. to his B. third
33. K. to his fourth
34. P. to Q. Kt. fourth
35. P. to K. B. fourth

White. (Mr. MONGREDIEN.)
 36. K. to his Kt. third
 37. K. to his Kt. second
 38. K. to his B. third
 39. P. to Q. sixth
 40. K. takes P.
 41. K. to his Kt. fifth
 42. K. takes P.
 43. P. takes P.

Black. (Mr. BRIEN.)
 36. P. to K. B. fifth (check)
 37. P. to K. R. fourth
 38. P. to Q. Kt. fifth
 39. K. takes P.
 40. K. to Q. B. fourth
 41. P. to Q. R. fourth
 42. P. to Q. R. fifth
 43. K. takes P.

Equal game.

Notes.

(a) After all that has been said in favour of the new defence adopted in this game, it must be admitted that the move in the text renders it very difficult for the second player to maintain the Gambit Pawn.

(b) A more careful examination of this opening will probably lead to the introduction of "Castles on the Q. side" at this stage.

(c) This move gives up the advantage that White had acquired previously. "Q. to her B. second" would have been safer.

(d) Threatening to move the Rook to K. Kt. sixth square.

(e) It would have been better not to have exchanged Rooks.

(f) "P. to Q. Kt. fourth" is also good play. Under any circumstances, however, the game ought to be equal, unless we are mistaken.

THE next game is from one of the matches played in the M'Donnell Chess-Club between Mr. GREEN and Colonel SZABO.

(French Game.)

White. (Colonel SZABO.)
 1. P. to K. fourth
 2. P. to Q. fourth
 3. P. takes P.
 4. Q. B. to K. third
 5. K. Kt. to K. B. third
 6. P. to Q. B. fourth
 7. Q. Kt. to Q. B. third
 8. P. to Q. B. fifth
 9. K. B. to Q. third
 10. P. to Q. Kt. fourth
 11. P. to Q. Kt. fifth
 12. P. takes P.
 13. P. to Q. B. sixth

Black. (Mr. GREEN.)
 1. P. to K. third
 2. P. to Q. fourth
 3. P. takes P.
 4. K. Kt. to K. B. third
 5. K. B. to Q. third
 6. Castles
 7. Q. B. to K. third
 8. K. B. to K. second
 9. P. to Q. Kt. third
 10. P. to Q. R. fourth
 11. P. takes P.
 12. Q. Kt. to Q. second
 13. B. to Q. Kt. fifth

White. (Colonel SZABO.)

14. Q. to her B. second
15. B. takes Kt.
16. Kt. to Q. second
17. Castles on the K. side
18. K. R. to Q. square (a)
19. P. to K. B. third
20. P. takes P.
21. K. R. to K. B. square
22. Q. Kt. to K. second
23. K. to his R. square
24. B. takes B.
25. Kt. to K. Kt. square
26. K. takes R.
27. Q. to her Kt. third (check)
28. R. takes B.

Black. (Mr. GREEN.)

14. K. Kt. to K. fifth
15. P. takes B.
16. Q. Kt. to K. fourth
17. P. to K. B. fourth
18. Q. to K. R. fifth
19. P. takes P.
20. K. R. to K. B. third
21. Q. R. to Q. square
22. K. R. to K. Kt. third (check)
23. B. takes Kt.
24. B. to Q. fourth
25. R. takes Kt. (check)
26. B. takes K. B. P. (b)
27. K. to his R. square
28. R. takes B.

And wins.

Notes.

(a) This is a lost move.

(b) Threatening, if White take the K. B. Pawn with his Queen, to give a fatal check at Q. fifth square.

THE deciding game in a match, the third between the same players. In the match alluded to Colonel SZABO won 7 games, his opponent 6, and 5 were equal.

*(French Game.)**White.* (Colonel SZABO.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. Q. B. to K. third
5. K. Kt. to K. B. third
6. P. to K. R. third
7. P. to Q. B. fourth
8. Q. Kt. to Q. B. third
9. P. to Q. B. fifth
10. P. to Q. R. third
11. K. B. to Q. third

Black. (Mr. GREEN.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to K. B. third
5. K. B. to Q. third
6. Castles
7. Q. Kt. to Q. B. third
8. Q. B. to K. third
9. K. B. to K. second
10. P. to Q. R. third
11. Q. to her second

White. (Colonel SZABO.)

12. P. to K. Kt. fourth
13. Q. to her B. second
14. Castles on the Q. side
15. P. to K. Kt. fifth
16. Q. to K. second (*b*)
17. K. Kt. to K. fifth
18. Q. takes K. R. P. (check)
19. Q. P. takes Q. Kt.
20. P. takes Kt. (*c*)
21. P. takes P. (check)
22. R. takes B.
23. K. R. to his seventh (check)
24. Q. R. to K. R. square (*e*)
25. Kt. takes Q. P.
26. P. to K. sixth
27. P. to K. B. fourth (*f*)
28. B. to Q. fourth

Black. (Mr. GREEN.)

12. K. to his R. square
13. P. to K. R. fourth (*a*)
14. P. to Q. Kt. fourth
15. K. Kt. to his square
16. B. takes K. R. P.
17. Q. Kt. takes Kt.
18. K. Kt. to K. R. third
19. Q. B. to K. Kt. fifth
20. B. takes Q.
21. K. takes P.
22. Q. to K. Kt. fifth (*d*)
23. K. to his Kt. square
24. P. to K. B. fourth
25. B. to Q. square
26. B. to K. Kt. fourth
27. P. to Q. B. third

And wins.

Notes.

(*a*) This is a very hazardous attempt to relieve the difficulties of Black's position.

(*b*) A good move, which gives White an almost irresistible attack.

(*c*) "Q. to K. R. second" would have won a piece. The move in the text is, however, to be preferred, as it is beautiful as well as sound. If White, instead of the move made, had adopted the showy play of "Q. takes Kt. (check)," Black would not have been without resource.

(*d*) "P. to K. B. fourth" would have been of no permanent value, as White could have taken it with his Pawn in passing, and, whether Black captured the Pawn with his King, Rook, or Bishop, or moved his King, could have preserved his advantage thereby.

(*e*) "P. to K. B. third" is likewise a good move.

(*f*) "B. takes B.," followed, on Black's rejoinder "Q. takes B. (check)," by "P. to K. B. fourth," decides the game at once in White's favour. The move in the text, however, is quite satisfactory.

A GAME between the President of the M'Donnell Chess-Club and one of the best of our rising amateurs. The President of the M'Donnell Club is also one of the oldest members of the London Chess-Club.

(*Gioco Piano.*)

White. (Mr. WORRELL.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. Castles
5. P. to Q. third
6. K. B. to Q. Kt. third
7. P. to Q. B. third
8. K. B. to Q. B. second
9. P. to Q. fourth
10. P. takes P.
11. Q. to her third
12. K. Kt. to K. R. fourth
13. Kt. takes Kt.
14. Q. B. to K. third
15. P. to K. R. third
16. Kt. to Q. B. third
17. P. to K. B. third
18. Q. takes P.
19. Q. to her third
20. Q. R. to K. square
21. P. to K. Kt. fourth
22. Q. R. to K. second
23. Q. R. to K. Kt. second
24. Q. to her second
25. Q. takes B.
26. Kt. to Q. square
27. P. to K. Kt. fifth
28. B. takes P.
29. R. to K. Kt. fourth
30. B. to K. R. sixth
31. Q. to K. Kt. second
32. R. to K. R. fourth (*d*)
33. Kt. to K. third
34. B. takes R.

Black. (Mr. T. A. WORRELL.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. Kt. to K. B. third (*a*)
5. P. to Q. third
6. P. to K. R. third
7. K. B. to Q. Kt. third
8. Q. Kt. to K. second
9. P. takes P.
10. Castles
11. P. to Q. B. third
12. Q. Kt. to K. Kt. third
13. P. takes Kt.
14. K. to his R. square
15. Kt. takes K. P.
16. P. to Q. fourth (*b*)
17. Kt. to K. B. third (*c*)
18. Q. to K. square
19. Q. B. to K. third
20. Q. to her second
21. Q. B. to K. Kt. square
22. K. B. to Q. B. second
23. Q. B. to K. R. second
24. B. takes B.
25. Q. R. to K. square
26. Q. to her third
27. P. takes P.
28. Kt. to K. R. fourth
29. P. to K. Kt. third
30. R. to K. B. fourth
31. Kt. to K. Kt. sixth
32. K. to his Kt. square
33. R. takes Kt.
34. Kt. takes R.

White. (Mr. WORRELL.)

- 35. K. takes Kt.
- 36. K. to his second (e)
- 37. K. to Q. third
- 38. R. to K. Kt. fourth
- 39. K. to Q. B. third
- 40. P. to K. R. fourth
- 41. P. to K. R. fifth (f)
- 42. P. to Q. Kt. fourth

Black. (Mr. T. A. WORRELL.)

- 35. Q. to K. B. third
- 36. Q. to K. third
- 37. R. to K. B. square
- 38. Q. to K. B. fourth (check)
- 39. R. to K. B. third
- 40. P. to Q. B. fourth
- 41. B. to Q. R. fifth (check)
- 42. B. takes P. (check)

And Black won the game. (g)

Notes.

(a) "P. to Q. third" is considered safer.

(b) He could not have captured the Q. Kt. with Knight without being subjected to a violent, though perhaps unstable, attack.

(c) One of the players has favoured us with the following variation :—

- | | |
|---|---|
| <ul style="list-style-type: none"> 18. Q. takes P. 19. Q. takes Kt. | <ul style="list-style-type: none"> 17. Kt. to K. Kt. sixth 18. B. to K. B. fourth 19. B. takes B., &c. |
|---|---|

(d) The same amateur has here also noticed :—

- | | |
|--|--|
| <ul style="list-style-type: none"> 32. B. to K. B. fourth 33. Q. takes Kt. | <ul style="list-style-type: none"> 32. R. takes B. 33. R. takes R. |
|--|--|

And wins.

(e) "R. to K. Kt. fourth" seems to be stronger.

(f) Variation :—

- | | |
|--|--|
| <ul style="list-style-type: none"> 41. P. takes P. 42. K. to Q. second 43. P. to K. R. fifth 44. K. to Q. square 45. B. to Q. B. square 46. B. to Q. second 47. R. takes P. (check) | <ul style="list-style-type: none"> 41. B. to K. fourth (check) 42. Q. to her Kt. eighth 43. Q. takes Q. Kt. P. (check) 44. Q. to her Kt. eighth (check) 45. Q. to her sixth (check) 46. R. takes P. 47. K. to his B. second |
|--|--|

We see no resource left for White. If he play "K. to his square," Black can check with his Bishop at K. Kt. sixth. In this note we have added a few moves to a variation with which one of the players supplied us.

(g) White has but two modes of retreating, neither of which is advantageous to him :—

Firstly.

- | | |
|--|---|
| <ul style="list-style-type: none"> 43. K. to Q. Kt. third | <ul style="list-style-type: none"> 43. Q. to her sixth (check) |
|--|---|

And mates in a few more moves.

a.

Secondly.

43. K. to Q. Kt. second | 43. B. to Q. R. sixth (check)

44. K. to Q. R. square (or B)

"K. takes B." and "K. to Q. Kt. third" are clearly fatal.

| 44. P. to Q. B. fifth

We are disposed to think this the strongest move. "Q. to her sixth," compelling White to exchange pieces, upon a careful analysis, has not satisfied us, on account of the Black Q. R. P. being afterwards exposed to attack.

45. R. takes P. (check) (or A)

| 45. R. takes R.

46. Q. takes R. (check)

| 46. Q. takes Q.

47. P. takes Q.

If White does not make these exchanges, he can hardly prevent the consequences of "Q. to her sixth," &c., or, if he succeed in parrying that attack, of "P. to Q. B. sixth," &c.

| 47. K. to his Kt. second

And Black should win, we believe.

(A)

45. B. to K. R. sixth

If "Q. to her second," Black can reply of course with "Q. takes R."

46. R. to K. R. fourth

| 45. K. to his R. second

If "Q. to K. R. second," Black can take the Rook with his Queen.

| 46. R. to Q. Kt. third

And wins.

In the above variation the second player must carefully avoid the ensuing snare :—

47. B. to Q. B. square

| 46. P. to Q. B. sixth

48. P. takes P. (double check)

| 47. B. takes B.

49. R. to K. R. eighth (check), &c.

| 48. K. to his Kt. square

(B)

45. K. to Q. B. third

| 45. P. takes P. (check)

46. K. takes P.

If "B. takes P.," or "R. takes P.," Black will win the game by "R. to Q. B. third (check)."

47. K. takes B.

| 46. B. to Q. B. fourth (check)

And Black wins the game by "R. to Q. B. third (check)."

A GAME played in the M'Donnell Chess-Club between Mr. JANSSENS and the Rev. J. OWEN.

(Philidor's Defence in the K. Kt. Opening.)

White. (Mr. JANSSENS.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. Q. takes P.
5. K. B. to Q. Kt. fifth (check)
6. Q. to her third
7. Castles
8. Q. Kt. to Q. B. third
9. Q. B. to K. B. fourth
10. B. takes Kt.
11. Q. R. to Q. square
12. B. takes P.
13. Q. takes B.
14. Q. R. takes Q.
15. Q. R. takes B.
16. Q. R. takes Q. B. P.
17. Q. R. to Q. B. seventh
18. Q. R. takes Q. Kt. P.
19. P. to Q. Kt. third
20. P. to Q. R. fourth
21. Q. R. to his seventh
22. R. takes P.
23. P. to Q. R. fifth
24. P. to K. Kt. third
25. Q. R. to Q. Kt. sixth
26. R. takes Kt.
27. K. R. to Q. R. square
28. P. to Q. R. sixth
29. P. to Q. R. seventh
30. Q. R. to Q. Kt. seventh
31. K. B. to Q. Kt. square
32. Q. R. to K. seventh
33. K. R. to Q. Kt. seventh

Black. (Rev. J. OWEN.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. P. to Q. B. fourth (a)
5. Q. B. to Q. second
6. Q. Kt. to Q. B. third
7. K. B. to K. second
8. K. Kt. to K. B. third
9. P. to Q. R. third
10. B. takes B.
11. Castles
12. B. takes B.
13. Q. takes Q.
14. Kt. takes P. (b)
15. Kt. takes Kt.
16. Kt. to K. fifth (c)
17. Q. R. to Q. B. square
18. R. takes P.
19. Kt. to Q. B. sixth (d)
20. R. to Q. Kt. seventh
21. R. takes P.
22. Q. R. to his sixth
23. K. R. to Q. Kt. square
24. Kt. to Q. Kt. fourth
25. K. R. to Q. R. square
26. R. takes Kt.
27. Q. R. to K. B. third
28. Q. R. to K. third
29. Q. R. to K. square
30. P. to K. Kt. fourth (e)
31. Q. R. to K. B. square
32. K. to his Kt. second

And White won the game ultimately.

Notes.

(a) The tendency of this move is to weaken eventually the Queen's Pawn.

(b) It is clear that Black could not take this Pawn with his Bishop. Perhaps "Q. R. to Q. square" was his best move.

(c) "Kt. takes Q. R. P." would have been more than hazardous.

(d) There does not seem to be any objection to the capture of the Q. R. Pawn by the Rook.

(e) "P. to K. Kt. third" is certainly safer.

TOURNAMENT IN THE M'DONNELL CHESS-CLUB.

MATCH between HERR FALKBEER and MR. JANSSENS.

THIRD GAME.

(*Petroff's Defence in the K. Kt. Opening.*)

White. (MR. JANSSENS.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. Kt. takes K. P.
4. Q. to K. second
5. Q. takes Kt.
6. P. to Q. fourth
7. K. B. to Q. Kt. fifth (c)
8. Q. Kt. to Q. B. third
9. Q. Kt. to Q. fifth
10. Q. to K. second (d)
11. K. B. takes Kt.
12. Q. Kt. to Q. B. third
13. Q. B. to K. third
14. Castles on the King's side
15. Q. to K. R. fifth (check)
16. Q. to K. second
17. Kt. to Q. square
18. P. to K. B. fourth
19. P. to K. Kt. third
20. Q. to her B. fourth (check)
21. P. takes P.
22. Q. to her Kt. third
23. Q. to her B. third
24. Kt. to K. B. second

VOL. IV.

Black. (HERR FALKBEER.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. Kt. takes P. (a)
4. Q. to K. second
5. P. to Q. third
6. Q. Kt. to Q. B. third (b)
7. Q. B. to Q. second
8. P. takes Kt.
9. P. to K. B. fourth
10. Q. to her third
11. P. takes B.
12. Q. takes P. (e)
13. Q. to her Kt. fifth
14. K. B. to Q. third
15. P. to K. Kt. third
16. Castles on the K. side
17. Q. to K. R. fifth (f)
18. Q. R. to K. square
19. Q. to K. B. third
20. K. R. to K. B. second
21. Q. R. takes P.
22. Q. B. to K. third
23. Q. B. to Q. fourth (g)
24. Q. to K. second

L

White. (Mr. JANSSENS.)

25. B. takes Q. R. P.
26. Q. R. to K. square
27. R. takes R.
28. R. to K. square
29. P. takes P.
30. R. to K. eighth (check)
31. Q. takes Q.
32. Q. B. to his fifth
33. K. to his B. square
34. P. to Q. Kt. third
35. B. takes B. (check)
36. R. takes R.
37. K. to his second
38. Kt. to Q. third
39. P. to Q. B. fourth
40. K. to his B. second
41. Kt. to K. fifth
42. P. to Q. R. fourth (i)
43. Kt. takes P. (check)
44. Kt. to Q. R. seventh (k)
45. P. to Q. R. fifth (l)
46. K. to his third
47. K. to his B. second
48. P. to Q. R. sixth
49. K. to his Kt. square
50. Kt. takes P.
51. P. to Q. Kt. fourth
52. K. to his R. second

Black. (Herr FALKBERG.)

25. R. to K. seventh
26. P. to K. B. fifth
27. Q. takes R.
28. P. takes P. (h)
29. Q. to K. B. sixth
30. B. to K. B. square
31. R. takes Q.
32. R. takes P. (check)
33. R. to K. B. sixth
34. K. to his Kt. second
35. R. takes B.
36. K. takes R.
37. P. to K. R. fourth
38. P. to K. Kt. fourth
39. B. to K. Kt. seventh
40. B. to K. R. sixth
41. K. to his second
42. B. to Q. B. square
43. K. to Q. third
44. B. to K. second
45. K. to Q. B. fourth
46. P. to K. R. fifth
47. P. to K. Kt. fifth
48. P. to Q. B. third
49. K. to Q. Kt. third
50. B. takes Kt.
51. K. takes P.
52. B. to Q. Kt. fourth

White gave up the game. (m)

Notes.

- (a) This move, if properly opposed, loses at least a Pawn.
 (b) "P. to K. B. third" would be answered by "P. to K. B. fourth."
 (c) "Q. Kt. to Q. B. third" is good play. Suppose

7. Q. Kt. to Q. B. third

8. Kt. to Q. fifth

7. P. takes Kt. (best)

8. Q. to her square (or A)

"Q. to her third" is unavailing, as White can reply immediately with "P. takes P."

9. P. takes P.

With a fine game.

	(A)	
9. Kt. takes Q.		8. P. to K. B. fourth
10. Kt. takes Kt.		9. P. takes Q.
11. P. takes P.		10. P. takes Kt.

And, besides holding an extra Pawn, White has dislocated the Pawns of his adversary.

(d) The capture of the Queen would now be open to some objection, as the position differs from that examined in the last note. Black's last move was an ingenious resource.

(e) Instead of losing a Pawn, as he ought to have done, in the opening, Black has contrived to win one.

(f) "P. to Q. B. fourth," with the view of extending the operations of Black's Queen's Bishop, is plausible. There are, however, objections to that manoeuvre.

(g) Leaving his Rook open to attack as a lure, in order to move the Rook, when attacked, down to K. seventh square.

(h) Threatening mate in two moves, if the Queen be taken.

(i) This Pawn might have been kept in his place for a few moves without disadvantage.

(k) A move which puts the Knight in confinement, but the game, with the best play, is equal notwithstanding, we fancy.

(l) It would be much better to bring the Knight out to Q. Kt. fifth square.

(m) The reader will be struck with the disparity of White's play in the middle and end of this game.

FOURTH GAME.

(French Game.)

Black. (Herr FALKBEER.)	White. (Mr. JANSSENS.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. Q. B. to K. third	4. K. Kt. to K. B. third
5. P. to Q. B. fourth	5. K. B. to Q. Kt. fifth (check) (a)
6. Q. Kt. to Q. B. third	6. Castles
7. Q. to her Kt. third	7. Q. Kt. to Q. B. third
8. K. Kt. to K. B. third	8. K. R. to K. square
9. K. B. to K. second	9. Q. B. to K. third
10. P. to K. R. third	10. P. takes P.
11. B. takes P.	11. B. takes B.
12. Q. takes B.	12. K. Kt. to Q. fourth
13. Castles on the King's side	13. B. takes Kt.

Black. (Herr FALKBEER.)

14. P. takes B.
15. P. takes R.
16. Q. to her Kt. fifth
17. R. takes Kt.
18. Kt. to K. Kt. fifth
19. Q. to K. eighth (check)
20. Q. takes Q. (check)
21. Kt. takes K. R. P. (check)
22. Kt. to K. Kt. fifth
23. Kt. to K. B. third
24. R. to K. square
25. R. to Q. Kt. square
26. K. to his B. second
27. P. to K. R. fourth
28. Kt. to K. square
29. R. to Q. Kt. third
30. R. to Q. Kt. fourth
31. R. to Q. B. fourth
32. Kt. to Q. third
33. Kt. to K. B. fourth (check)
34. P. to Q. fifth
35. R. to Q. B. sixth (check)
36. Kt. to K. sixth
37. K. to his third
38. K. to his B. fourth
39. P. to Q. sixth (*d*)
40. R. takes P. (check)
41. R. takes K. Kt. P.
42. P. to K. R. fifth
43. P. to K. R. sixth
44. R. to Q. B. seventh
45. P. to K. R. seventh

White. (Mr. JANSSEN.)

14. R. takes B. (*b*)
15. Kt. takes P.
16. Kt. takes R.
17. Q. to her third
18. Kt. to Q. square
19. Q. to K. B. square
20. K. takes Q.
21. K. to his Kt. square
22. P. to K. B. third
23. Kt. to K. third
24. K. to his B. second
25. P. to Q. Kt. third
26. Kt. to K. B. fifth
27. R. to K. square
28. Kt. to K. seventh
29. Kt. to Q. B. eighth (*c*)
30. Kt. takes P.
31. R. to K. second
32. K. to his third
33. K. to Q. third
34. Kt. to Q. B. eighth
35. K. to Q. second
36. K. to Q. B. square
37. Kt. to Q. Kt. sixth
38. Kt. to Q. R. fourth
39. R. takes Kt.
40. K. to Q. square
41. Kt. to Q. B. third (*e*)
42. K. to his square
43. K. to his B. square
44. R. takes P.

And wins the match.

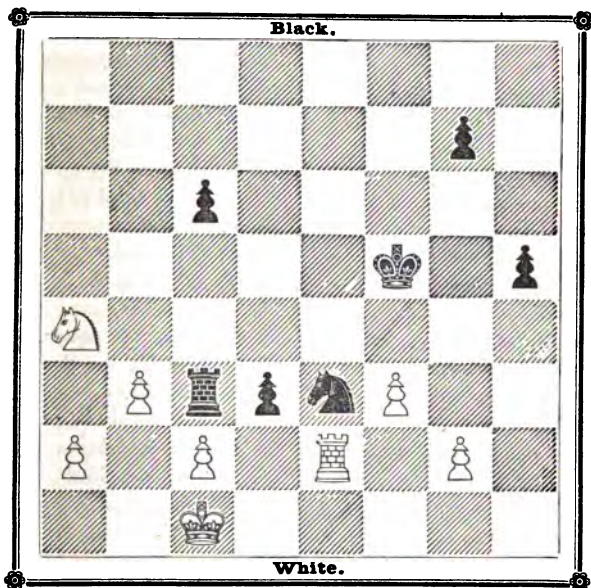
Notes.

(a) If the Pawn be taken by White, the position is likely to assume the appearance of an accepted Queen's Gambit.

(b) Had he gained the Pawn for the moment, by "Kt. takes B.," Black, by way of equivalent, would have brought his King's Rook into immediate operation.

(c) This part of the game is very well played by White. Black cannot post his Rook at Q. Kt. second nor Q. R. third without disastrous consequences.

(d) A masterly resource. We give a diagram of the position after Black's 39th move :—



(e) "Kt. to Q. B. fifth" would at least have equalized the game.

THE following games are from the match in the Tournament between Messrs. BRIEN and GREEN.

(*Evans' Gambit.*)

Black. (Mr. BRIEN.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. K. Kt. to K. B. third
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. P. to Q. fourth

White. (Mr. GREEN.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to Q. B. third
4. B. takes Kt. P.
5. B. to Q. B. fourth
6. P. takes P.

Black. (Mr. BRIEN.)

7. P. takes P.
8. Q. B. to Q. Kt. second (*a*)
9. P. to K. fifth
10. P. takes Kt.
11. P. to Q. fifth (*b*)
12. K. to his B. square
13. Q. to K. second (check)
14. B. takes P.
15. Q. to K. fifth (*e*)
16. K. to his Kt. square
17. Q. Kt. to Q. second
18. Q. takes Q.
19. Q. R. to K. square
20. P. to K. R. third
21. B. takes Kt.
22. K. to his R. second
23. R. to K. third (*g*)
24. Kt. to K. fourth
25. R. takes B.
26. K. R. to Q. Kt. square
27. Q. R. to K. B. fourth

White. (Mr. GREEN.)

7. B. to Q. Kt. third
8. K. Kt. to K. B. third
9. P. to Q. fourth
10. P. takes B.
11. B. to Q. R. fourth (check) (*c*)
12. P. takes P. (*d*)
13. Kt. to K. second
14. Q. B. to K. B. fourth
15. Q. B. to Q. sixth (check)
16. K. R. to K. Kt. square
17. Q. to her third (*f*)
18. P. takes Q.
19. B. to Q. square
20. K. to Q. second
21. B. takes B.
22. Q. R. to Q. B. square
23. P. to Q. Kt. fourth
24. B. takes Kt.
25. B. to K. B. third
26. R. to Q. B. fourth
27. R. to K. Kt. third

And White ultimately won the game.

Notes.

(*a*) "Castles" is the move usually adopted. The attack in the text, if not critically sound, leads to many positions of interest.

(*b*) "P. takes K. Kt. P." is perhaps a less hazardous mode of continuing the attack.

(*c*) The best move.

(*d*) These moves seem to weaken White's position, but it is in appearance more than reality that the damage is inflicted.

(*e*) "Q. takes P." would in all probability have been answered by "Castles," with the best game.

(*f*) This move, coupled with the bad position of Black's King's Rook, goes far towards the entire destruction of the attack.

(*g*) Some of these moves could be improved, but the advantage is always on White's side.

Between the same Players.

*(The second player has the attack of the Centre Gambit and Giuoco Piano.)**White.* (Mr. GREEN.)

1. P. to K. fourth
2. P. to K. R. third (a)
3. P. takes P.
4. Q. Kt. to Q. B. third
5. K. B. to Q. B. fourth
6. P. to Q. third
7. K. B. to Q. Kt. third
8. K. Kt. to K. B. third
9. Castles
10. Kt. takes K. P.
11. P. to Q. fourth
12. P. takes Kt. (c)
13. Q. to her third
14. Q. takes Q. P.
15. B. takes Q.
16. R. to K. square
17. R. to K. fourth
18. P. takes B. (d)
19. R. to K. third
20. B. to K. B. third
21. B. to Q. R. third
22. B. takes Q. Kt. P.
23. B. takes Kt.

Black. (Mr. BRIEN.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. B. fourth
4. K. Kt. to K. B. third
5. P. to Q. B. third
6. P. takes P.
7. P. to K. R. third (b)
8. Q. Kt. to Q. B. third
9. Castles
10. Kt. takes Kt.
11. B. takes K. R. P.
12. B. to K. Kt. fifth
13. Kt. to K. R. fourth
14. Q. takes Q.
15. Q. R. to K. square
16. B. to Q. fifth
17. B. takes Kt.
18. B. to K. B. fourth
19. R. to Q. square
20. Kt. to K. B. fifth
21. K. R. to K. square
22. Kt. to Q. fourth (e)
23. R. takes B.

Equal game.

Notes.

(a) This is a safe mode of play, but it does not yield the first player the advantage that he ought to obtain by having the move.

(b) The position very nearly resembles that which is displayed in one form of the Giuoco Piano. The second player—who in the present case has the position that the first player occupies in that opening—is here, however, in want of a move.

(c) This is better than “P. takes K. B.” or “P. takes Q. B.”

(d) “R. takes Q. B.” would also have been safe.

(e) Intending, if White take the Knight, to equalize the game by the range of the remaining Bishops over squares of different colours.

Between the same Players.

*(Irregular Opening.)**Black.* (MR. BRIEN.)

- P. to Q. fourth
2. P. to Q. B. fourth
3. P. to Q. R. third
4. Q. Kt. to Q. B. third
5. P. to K. third
6. K. Kt. to K. B. third
7. K. B. to Q. third
8. Castles
9. Q. B. to Q. second
10. Q. R. to Q. B. square
11. P. to Q. Kt. fourth
12. P. to Q. B. fifth
13. Q. Kt. to K. second
14. Q. Kt. to K. B. fourth
15. P. to Q. Kt. fifth (*a*)
16. B. takes P.
17. P. takes P.
18. Q. B. to Q. Kt. fourth
19. K. Kt. to K. fifth
20. P. takes Kt.
21. Q. takes R.
22. B. to Q. seventh
23. Q. to her B. sixth
24. R. to Q. B. square
25. Q. to her B. seventh
26. Q. takes P.
27. Q. Kt. to Q. third
28. R. to Q. B. seventh
29. P. takes P.
30. Kt. takes Kt. (*e*)
31. Kt. to K. fifth
32. R. to Q. B. eighth
33. Kt. to K. Kt. fourth
34. B. to K. eighth
35. B. takes R.
36. R. takes P.

White. (MR. GREEN.)

1. P. to K. B. fourth
2. P. to K. third
3. P. to Q. Kt. third
4. Q. B. to Q. Kt. second
5. K. Kt. to K. B. third
6. Q. Kt. to Q. B. third
7. P. to K. Kt. third
8. K. B. to K. Kt. second
9. Castles
10. P. to Q. fourth
11. Q. Kt. to K. second
12. P. to Q. B. third
13. K. Kt. to K. fifth
14. K. R. to K. B. third
15. P. takes Q. Kt. P. (*b*)
16. Q. R. to Q. B. square (*c*)
17. P. takes P.
18. Q. Kt. to Q. B. third
19. Kt. takes B.
20. R. takes R. (*d*)
21. Kt. to Q. third
22. B. to Q. B. square
23. B. to K. B. square
24. B. to Q. Kt. second
25. Q. to K. second
26. P. to K. Kt. fourth
27. P. to K. B. fifth
28. P. takes P.
29. Kt. to Q. B. fifth
30. P. takes Kt.
31. B. to Q. fourth
32. P. to Q. B. sixth
33. R. to K. Kt. third
34. P. to Q. B. seventh (*f*)
35. P. takes B.
36. Q. takes P.

Black. (Mr. BRIEN.)

37. Q. takes Q.
38. Kt. to K. B. sixth (check)
39. Kt. takes B.
40. R. to Q. B. sixth

White. (Mr. GREEN.)

37. B. takes Q.
38. K. to his B. second
39. P. takes Kt.

And wins.

Notes.

(a) "K. Kt. to K. fifth" would have been a less hazardous mode of conducting the attack.

(b) "P. takes Q. B. P." is preferable.

(c) Again "P. takes Q. B. P." seems to be better play.

(d) Perhaps "Kt. to Q. B. sixth" is stronger.

(e) No valid reason seems to exist against the capture of the Bishop by the Queen.

(f) "B. to Q. Kt. second" was the best resource, but it would not have saved the game. "R. to K. Kt. second" would have been answered by "Kt. to K. B. sixth (check)."

A VERY interesting game between the President of the London Chess-Club and Herr HORWITZ.

*(Centre Counter Gambit.)**White.* (Herr HORWITZ.)

1. P. to K. fourth
2. P. takes P.
3. Q. Kt. to Q. B. third
4. K. B. to Q. B. fourth
5. K. Kt. to K. B. third
6. P. to Q. fourth
7. Castles
8. K. Kt. to K. fifth
9. K. B. to Q. third
10. Kt. takes Kt. (b)
11. Q. to K. R. fifth
12. P. to K. Kt. fourth
13. P. takes P.
14. Kt. to K. Kt. fourth
15. Q. takes Q.
16. Kt. to K. third

Black. (Mr. MONGREDIEN.)

1. P. to Q. fourth
2. Q. takes P. (a)
3. Q. to her square
4. P. to Q. B. third
5. K. Kt. to K. B. third
6. P. to K. third
7. K. B. to K. second
8. Castles
9. K. Kt. to Q. fourth
10. K. P. takes Kt.
11. P. to K. B. fourth
12. Q. to her third
13. Q. to K. B. third
14. Q. to K. R. fifth
15. K. B. takes Q.
16. Kt. to Q. second

White. (Herr HORWITZ.)

17. P. to K. B. fourth (*c*)
18. P. to Q. R. third
19. K. R. to K. B. third
20. P. to Q. B. third
21. Kt. to K. Kt. fourth
22. Kt. to K. fifth
23. P. to Q. Kt. third
24. Kt. takes Q. B.
25. Q. B. to Q. Kt. second
26. P. to Q. R. fourth
27. Q. R. takes P.
28. Q. B. to Q. R. third
29. K. to his Kt. second
30. P. to Q. B. fourth
31. P. takes P.
32. Q. B. to Q. sixth
33. Q. B. to K. fifth
34. K. B. to Q. Kt. fifth
35. K. B. to Q. B. sixth (*d*)
36. K. to his R. third
37. K. B. takes Q. P. (check)
38. Q. B. to Q. sixth (check)
39. K. B. to Q. B. sixth (check)
40. K. B. to Q. fifth (check)
41. Q. B. to K. fifth (check)
42. K. R. to K. Kt. third
43. K. to his R. fourth
44. K. to his R. fifth
45. P. takes R.
46. Q. B. takes P.
47. P. to K. B. sixth
48. K. B. to K. Kt. eighth
49. K. to his Kt. fifth
50. K. to his B. fifth
51. K. B. to his seventh (*h*)
52. Q. R. to Q. B. fourth
53. K. B. to K. sixth (check) (*k*)
54. P. to K. B. seventh (*l*)
55. K. to his B. sixth

Black. (Mr. MONGREDIEN.)

17. P. to Q. Kt. fourth
18. P. to Q. R. fourth
19. K. B. to his third
20. Kt. to Q. Kt. third
21. Q. B. to Q. second
22. Q. R. to Q. B. square
23. K. B. to K. R. fifth
24. Kt. takes Kt.
25. Q. R. to K. square
26. P. takes P.
27. B. to Q. square
28. Q. R. to K. eighth (check)
29. K. R. to K. square
30. Kt. to K. B. third
31. P. takes P.
32. K. R. to K. sixth
33. Kt. to K. Kt. fifth
34. Q. R. to Q. Kt. eighth
35. K. R. to K. seventh (check)
36. Q. R. to K. Kt. eighth (*e*)
37. K. to his B. square (*f*)
38. K. to his square
39. K. to his B. second
40. K. to his B. third
41. K. to his second (*g*)
42. Kt. to K. B. seventh (check)
43. K. to Q. second (discovering check)
44. R. takes R.
45. R. to K. sixth
46. R. takes K. Kt. P.
47. K. to Q. third
48. R. to K. R. sixth (check)
49. R. to K. Kt. sixth (check)
50. R. to K. R. sixth
51. B. to Q. B. second
52. K. to Q. second (*i*)
53. K. to Q. square
54. R. to K. R. fourth (check)
55. Kt. to K. fifth (mate)

v.

Notes.

(a) This is safer than "K. Kt. to K. B. third." The latter move, however, leads to positions of great beauty and intricacy. For the best specimens of its practical results the reader may refer to the games between V. H. D. Lasa and the other leading Berlin players, which have been given from time to time in the columns of the *Berliner Schachzeitung* and *Chess-Player's Chronicle*.

(b) There are arguments to be urged both for and against this move. Its gain is that it leads to an attack upon the King's side, its loss that it releases Black's Queen's Bishop.

(c) This move effectually prevents Black from playing "Kt. to K. B. third," if he at any time had that intention.

(d) Threatening, if Black play "R. takes P." or "R. takes R.," to capture the Queen's Pawn with a check. White lays himself open, however, to greater peril.

(e) Mate is threatened directly by this move. There does not seem to be any resource if the subsequent play be correct on both sides.

(f) "K. to his R. square" would have decided the game in Black's favour. If White, by way of reply, were to move "R. to K. Kt. third," Black could mate with his Knight at K. B. seventh. Perhaps, therefore, his best course would be to sacrifice his Bishop by "Q. B. takes K. Kt. P. (check)," and then to move his Rook to K. Kt. third. In any case, however, his game would be bad.

(g) This is an ingenious move, menacing a discovered check presently; but "K. takes P.," threatening mate immediately, seems to be stronger play.

(h) To prevent the threatened mate. At this stage we suspect that White, with care, ought to win the game, in spite of the position of his King.

(i) It is necessary to debar White from playing "K. B. to K. eighth," a move fraught with disaster to Black's game.

(k) "Q. B. to K. B. eighth" would have been preferable. Black's two most plausible rejoinders seem to be "B. to Q. square" and "Kt. to Q. eighth." To the first White can oppose "Q. B. to Q. R. third;" the second he can thus treat:—

53. Q. B. to K. B. eighth	53. Kt. to Q. eighth
54. K. B. to K. sixth (check)	54. K. to his square
55. R. takes B.	

Black cannot take the Bishop.

(l) This move, coming as it does come after the last move, renders White's escape from mate impossible. It will be seen that, if Black could not mate previously, White could also give mate on his side.

CHESS IN FRANCE.

THE first number of our new contemporary, the second *La Régence*, contains the ensuing game between M. LAROCHE, a French Chess-player of the highest class, and M. BUDZINSKI, a Polish amateur of great distinction. As our contemporary has given no notes to the game, we have appended a few critical remarks.

(*King's Gambit refused.*)

<i>White.</i> (M. BUDZINSKI.)	<i>Black.</i> (M. LAROCHE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. takes Q. P.	3. P. to K. fifth (a)
4. Q. Kt. to Q. B. third	4. K. Kt. to K. B. third
5. K. B. to Q. B. fourth	5. K. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P. in passing
7. Q. takes P.	7. Castles
8. Q. B. to Q. second	8. K. Kt. to his fifth (b)
9. K. Kt. to K. R. third	9. Q. to K. R. fifth (check)
10. Q. to K. Kt. third	10. Q. to K. second (check)
11. Q. Kt. to K. second (c)	11. Q. to K. fifth
12. K. B. to Q. third	12. Q. takes P. at her fourth
13. P. to Q. B. fourth (d)	13. Q. to her square
14. Castles on the Q. side	14. P. to K. B. fourth
15. Q. B. to his third	15. Q. to K. second
16. K. to Q. Kt. square	16. Q. to K. sixth
17. K. Kt. to his fifth	17. P. to K. R. third (e)
18. K. Kt. to K. B. third	18. Q. Kt. to Q. B. third
19. P. to K. R. third	19. K. Kt. to K. B. third
20. K. Kt. to K. R. fourth	20. Q. takes Q.
21. Q. Kt. takes Q.	21. K. Kt. to K. fifth
22. K. B. takes Kt.	22. P. takes B.
23. K. R. to K. B. square (f)	23. P. to K. sixth
24. Q. R. to Q. fifth	24. P. to Q. Kt. third
25. K. Kt. to his sixth	25. Q. B. to K. third
26. Kt. takes R.	26. R. takes Kt.
27. P. to K. B. fifth (g)	27. B. takes R.
28. P. takes B.	28. Kt. to K. second
29. P. to K. B. sixth	29. Kt. takes P.
30. B. to K. fifth	30. P. takes P.
31. R. to Q. square	31. P. to Q. B. third

White. (M. BUDZINSKI.)

32. B. to Q. fourth
33. R. takes B.
34. Kt. to K. second
35. K. to Q. B. second
36. P. to K. Kt. third
37. P. to Q. Kt. fourth
38. P. to Q. R. third
39. K. to Q. third
40. P. takes P.
41. R. to K. R. fourth
42. R. to Q. R. fourth
43. K. to Q. B. second
44. R. to Q. R. fifth
45. Kt. to K. B. fourth
46. P. to K. Kt. fourth
47. P. takes P.
48. Kt. takes P.
49. K. to Q. Kt. third
50. R. takes Q. R. P.
51. P. to Q. R. fourth
52. R. to Q. R. seventh (check)
53. R. to K. R. seventh
54. R. to Q. seventh
55. R. to Q. fifth
56. K. to Q. R. third
57. R. to Q. seventh
58. R. to Q. B. seventh
59. R. to Q. B. sixth
60. P. to Q. R. fifth
61. R. takes Q. B. P. (check)
62. R. takes Kt. (i)
63. R. to Q. R. sixth
64. K. to Q. Kt. third
65. K. to Q. B. second
66. R. to K. R. sixth

Black. (M. LAROCHE.)

32. B. takes B.
33. P. to K. B. fourth (h)
34. K. to his Kt. second
35. R. to K. square
36. R. to K. fourth
37. K. to his B. third
38. K. to his second
39. P. to Q. B. fourth
40. P. takes P.
41. R. to K. third
42. P. to Q. R. third
43. R. to Q. third
44. Kt. to K. B. third
45. Kt. to K. fifth
46. P. takes P.
47. P. to K. seventh
48. R. to Q. seventh (check)
49. R. takes Kt.
50. Kt. to Q. third
51. R. to K. fifth
52. K. to his B. third
53. K. to his Kt. third
54. Kt. to Q. B. fifth
55. Kt. to Q. R. fourth (check)
56. Kt. to Q. Kt. second
57. B. to Q. Kt. fifth
58. K. to his Kt. fourth
59. R. takes K. Kt. P.
60. Kt. takes P.
61. K. to his B. fifth
62. R. to K. Kt. fourth
63. P. to K. B. fourth
64. P. to K. R. fifth
65. P. to K. R. sixth
66. K. to his Kt. sixth

White gave up the game.

Notes.

- (a) This mode of evading the King's Gambit, whether strictly sound or

not, has the advantage of placing some fine attacking positions at the disposal of the second player.

(b) Preventing White from castling.

(c) "K. B. to K. second" is in some respects less objectionable. Suppose

11. K. B. to K. second		11. Kt. to K. sixth
12. Q. B. takes Kt.		12. Q. takes Q. B.

If "B. takes Q. B.," White will gain great resource by playing "P. to Q. sixth."

13. Q. takes Q.		13. B. takes Q.
14. Q. Kt. to Q. square		

And, with care, White ought to release his game, and perhaps to maintain his extra Pawn.

(d) He cannot castle at once, as he would leave his Q. R. Pawn undefended.

(e) If Black, instead of taking this precaution, were to exchange Queens, he would be obliged directly afterwards to adopt a somewhat similar line of defence.

(f) "Kt. takes P." would have yielded White some advantage.

23. Q. Kt. takes P.		23. B. to K. second (or A)
24. K. Kt. to K. Kt. sixth		24. Q. B. to K. B. fourth
25. Kt. takes K. B. (check)		25. Kt. takes Kt.
26. Q. R. to K. square		

White's game is to be preferred.

(A)

24. Kt. takes K. B.		23. R. takes P.
		24. R. takes P.

"R. takes K. Kt." would be answered by "P. to K. Kt. fourth," and "P. to Q. Kt. third" by "Kt. to Q. seventh."

25. Kt. to Q. seventh		25. R. takes K. Kt.
26. P. to K. Kt. fourth		

Black holds an extra Pawn for the moment, but can he save "the exchange"?

(g) If he had brought his Q. Rook back to Q. square, Black would have gained a fine position by "Q. B. takes Q. B. P."

(h) The chance of success, which White had ten moves previously, is gone, and the game is entirely in the hands of Black from this point.

(i) It is evident that "R. to K. R. fifth" would not be a better resource. Black would reply with "R. to K. Kt. third," giving up his Knight rather than his Pawn.

A.

CHESS IN GERMANY.

We reprint two games, never published in England, which were given several years ago in the columns of our contemporary, the *Berliner Schachzeitung*. Our readers will perceive that they were played between the two great Prussian masters, Herren ANDERSEN and V. H. D. LASA, the heads respectively of the Chess schools of Breslau and Berlin.

*(Sicilian Opening.)**White.* (Herr V. H. D. LASA.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth
5. K. Kt. takes P.
6. K. Kt. to K. B. third
7. Q. Kt. to Q. B. third
8. P. to Q. R. third
9. Castles
10. P. takes P.
11. K. B. to Q. third
12. P. to K. Kt. fourth
13. K. to his Kt. second
14. K. takes R.
15. K. to his Kt. second
16. P. to K. R. third
17. K. B. takes K. Kt. (b)
18. B. to K. B. fourth
19. P. to K. B. third
20. R. takes Kt. (c)

Black. (Herr ANDERSEN.)

1. P. to Q. B. fourth
2. P. takes P.
3. Q. Kt. to Q. B. third
4. P. to K. third
5. K. B. to Q. B. fourth
6. K. Kt. to K. second
7. Castles
8. K. Kt. to his third
9. P. to K. B. fourth
10. K. R. takes P.
11. K. R. to his fourth
12. K. R. to his sixth (a)
13. R. takes Kt.
14. Q. to K. R. fifth
15. Q. Kt. to K. fourth
16. P. to Q. Kt. third
17. P. takes K. B.
18. Q. B. to Q. Kt. second (check)
19. Kt. takes K. B. P.
20. Q. to K. B. seventh (check)

And wins.

Notes.

(a) This game is to be regarded as a skirmish in which Black, although ultimately successful, risks more than he would be inclined to risk in a match.

(b) Our contemporary remarks that it would be better to play "K. B. to K. fourth," and, if Black replied with "R. to Q. Kt. square," to move the Pawn to Q. Kt. fourth square.

(c) "Q. takes Kt." is a move of more resource, as our contemporary properly suggests. In any case, however, Black would have some advantage.

Between the same Players.

(*Muzio Gambit.*)

White. (Herr ANDERSEN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth
5. Castles
6. Q. takes P.
7. P. to K. fifth
8. P. to Q. third
9. Q. B. to Q. second
10. Q. Kt. to Q. B. third
11. Q. R. to K. square
12. K. to his R. square
13. Q. to K. R. fifth
14. B. takes Q. P. (*b*)
15. Kt. takes Q. P.
16. R. takes K. Kt. (check) (*c*)
17. R. to K. square
18. Kt. takes Kt. (check)
19. Kt. to Q. fifth
20. Q. to K. R. fourth (*d*)
21. B. to Q. B. third (check)
22. Kt. to K. B. sixth (*e*)
23. Kt. takes K. R. P.
24. B. takes B. (check)
25. Q. takes Gambit P.
26. Q. to K. Kt. third (check)
27. Q. to K. fifth (check)
28. Q. to her sixth (*f*)

Black. (Herr V. H. D. LASA.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. takes Kt.
6. Q. to K. B. third
7. Q. takes K. P.
8. K. B. to K. R. third
9. K. Kt. to K. second
10. P. to Q. B. third (*a*)
11. Q. to her B. fourth (check)
12. P. to Q. fourth
13. Q. to her third
14. P. takes B.
15. Q. Kt. to Q. B. third
16. Kt. takes R.
17. Castles
18. K. to his R. square
19. Q. to K. Kt. third
20. B. to K. third
21. K. B. to K. Kt. second
22. Q. R. to Q. B. square
23. Q. takes Kt.
24. K. takes B.
25. Q. to K. B. fourth
26. Q. to K. Kt. fifth
27. P. to K. B. third
28. Q. R. takes P.

And wins.

Notes.

(*a*) Our contemporary gives a variation of consequence at this stage of the opening. As it does not occur in the English text-books, we will reprint it :—

- | | |
|----------------------------------|---------------------------------|
| 10. Q. Kt. to Q. B. third | 10. Castles |
| 11. Q. R. to K. square | 11. Q. to her B. fourth (check) |
| 12. K. to his R. square | 12. Q. Kt. to Q. B. third |
| 13. Q. B. takes Gambit P. | 13. K. B. to K. Kt. second |
| 14. Q. B. to K. third | 14. Q. Kt. to Q. fifth |
| 15. K. B. takes K. B. P. (check) | 15. K. to his R. square |
| 16. Q. B. takes Q. Kt. | 16. B. takes Q. B. |
| 17. Q. to K. fourth | 17. Kt. to Q. B. third |
| 18. K. R. to K. B. fifth | 18. Kt. to K. fourth |
| 19. Q. R. to K. B. square | 19. P. to Q. fourth |
| 20. Q. to K. R. fourth | 20. Kt. takes B. |
| 21. R. takes Kt. | 21. R. takes R. |
| 22. R. takes R. | 22. Q. B. to K. B. fourth |
| 23. R. takes Q. B. | 23. B. takes Kt. |
| 24. P. takes B. | 24. Q. takes P. at Q. B. sixth |

The game is equal.

(b) The late Mr. Williams used to play with great ability a variation in the attack springing from "Kt. to K. fourth" at the present crisis. We regret that we have not a specimen at hand.

(c) "Q. B. to his third" is the move recommended by the books.

(d) We may advantageously publish the ensuing variation from our contemporary:—

- | | |
|----------------------------|-----------------------|
| 20. Q. to K. fifth (check) | 20. P. to K. B. third |
| 21. Q. to her fourth | 21. P. to K. B. sixth |

(e) "B. takes B. (check)" would have been stronger.

(f) Evidently, if he take the Bishop, Black will exchange Queens, and afterwards move a Rook to K. square.

SOLUTIONS TO PROBLEMS.

No. 1. Page 31.

- | | |
|------------------------|------------------------------|
| <i>White.</i> | <i>Black.</i> |
| 1. Q. to K. Kt. eighth | 1. R. to K. Kt. third (best) |
| 2. R. takes B. (check) | 2. R. takes R. |
| 3. Q. to her B. fourth | |
- Mate.

No. 2. Page 31.

- | | |
|-----------------------|------------------------|
| <i>White.</i> | <i>Black.</i> |
| 1. R. to K. B. square | 1. B. takes R. (or A) |
| 2. B. to Q. B. sixth | 2. B. to Q. Kt. fourth |
- "R. to Q. R. third" is also unavailing.
3. B. takes B.

And mates next move at Q. third or seventh.

(A)

<i>White.</i>	<i>Black.</i>
1. R. to K. B. square	1. R. takes B.
2. Kt. to K. R. square (discovering check)	2. K. to his fifth (best)
3. R. to K. B. fifth	3. Any move.
4. Kt. to K. Kt. third	

Mate.

No. 3. Page 32.

<i>White.</i>	<i>Black.</i>
1. Q. to her B. eighth (check)	
2. Q. B. to K. seventh	
3. K. B. to K. Kt. eighth	
4. Kt. to K. B. seventh	
5. Q. to her B. fifth	
6. Kt. to K. B. fourth (check)	
7. Q. to K. B. second	
8. P. to K. Kt. third	

Black's moves are forced.

Mate.

No. 4. Page 32.

White can checkmate with his Queen at K. R. square, at K. R. fifth, at K. Kt. third and fourth; he can also discover mate with his Rook at the fifth of Q. R., Q. Kt., Q. B., Q., K., K. B., and K. R., and at the first, second, third, sixth, seventh, and eighth squares of the K. Kt. file. White can give stalemate by moving his Queen to the third of Q. R., Q. Kt., Q. B., Q., and K., or to K. B. square, K. B. fifth, and K. Kt. second; also by moving his Bishop to K. B. sixth and Q. eighth; and lastly, by removing the King to any one of the seven adjacent squares.

No. 5. Page 64.

<i>White.</i>	<i>Black.</i>
1. B. takes B.	1. K. takes B.
2. Kt. to K. fifth (check)	2. K. to his Kt. second
3. R. to Q. R. second	3. R. to K. R. square (or A)
4. R. to Q. R. seventh (check)	4. K. to his Kt. square
5. Kt. to K. Kt. sixth	5. R. to K. R. second
6. R. to Q. R. eighth (check)	6. K. to his Kt. second
7. Kt. to K. seventh	7. R. to K. R. square
8. Kt. to K. B. fifth (check)	

And wins.

(A)

4. R. to Q. R. eighth (check)
5. K. to his B. sixth
6. Kt. to K. Kt. sixth
7. K. takes P.
8. R. takes B.
9. Kt. takes R.

3. K. to his Kt. square
4. B. to K. B. square
5. R. to K. Kt. second
6. R. to K. B. second (check)
7. K. to his Kt. second
8. R. takes R.

And wins.

No. 6. Page 64.

White.

1. Q. to her eighth (check)
2. Q. to her R. eighth (check)
3. B. to Q. B. sixth (double check)
4. R. to Q. R. eighth (check)
5. P. to Q. R. fifth (check)
6. P. takes Kt.

Black.

1. K. moves
2. K. takes Q. (best)
3. {
4. { Forced moves. }
5. }

Mate.

CONSULTATION CHESS.

HERE KLING plays against Mr. GREEN and Mr. F. HEALEY, who consult together.

*(Knight's Game of Ruy Lopez.)**White. (Herr KLING.)*

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. Kt. fifth
4. P. to Q. B. third
5. Castles (b)
6. P. to Q. fourth
7. B. takes Kt.
8. B. takes Q. P. (check) (d)
9. Q. Kt. takes P.
10. Q. to her B. second
11. B. to K. Kt. fifth
12. B. takes Kt.
13. Q. R. to Q. B. square
14. K. R. to Q. square
15. K. B. to Q. fourth

Black. (The ALLIES.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. Q. to K. B. third (a)
5. K. Kt. to K. second
6. P. takes P.
7. P. takes P. (c)
8. B. takes B.
9. Castles on the Q. side
10. Q. B. to his third
11. Q. to K. Kt. third
12. K. B. takes B.
13. B. to Q. third
14. K. R. to K. square
15. Q. to K. R. third

White. (Herr KLING.)

16. P. to K. R. third
17. Kt. to Q. Kt. fifth
18. R. takes B.
19. Q. takes Q.
20. Q. to her B. fifth
21. Q. takes Q. R. P.
22. Q. to her B. fifth
23. Q. to K. B. fifth (check)
24. Q. takes K. R. P.
25. Q. takes K. Kt. P.
26. K. to his R. second
27. Q. to K. R. eighth

Black. (The ALLIES.)

16. K. R. to K. third (e)
17. B. takes Kt. (f)
18. Q. takes R. (check)
19. K. R. takes R.
20. B. to K. square
21. R. to Q. R. third
22. R. takes P.
23. K. to Q. Kt. square
24. R. takes P.
25. R. to Q. eighth (check)
26. R. takes P. (g)

And wins.

—
Notes.

(a) This defence is given in the Italian authors, and after them in Calvi's "Elementary Lessons."

(b) We believe that "P. to Q. fourth" is recommended by the best practical players of the Continent.

(c) There are several moves at this point. "P. takes B." could be answered by "P. takes P.," and "Kt. takes B." by "P. to K. fifth," White having in either case the superior development. The move in the text is also open to objection.

(d) White could here have taken advantage of the last move of the Black, by advancing his Pawn to Q. Kt. fourth. We will give one or two variations:—

Firstly.

8. P. to Q. Kt. fourth
9. B. to Q. fifth
10. P. takes Kt.
11. Q. takes P.
12. B. to Q. Kt. second
13. Q. to K. fourth (check)

8. B. takes Q. Kt. P.
9. Kt. takes B.
10. P. to Q. B. seventh
11. Q. takes R.
12. Q. takes P.
13. K. to Q. square

If "K. to his B. square," White will win by "Q. takes B. (check)," but if "B. to K. second," White can play "B. takes K. Kt. P.," winning easily.

14. B. takes K. Kt. P.
15. B. to K. B. sixth (check)
16. Kt. to K. Kt. fifth, or R. to K. square

14. R. to K. square
15. B. to K. second

And wins.

Secondly.

8. P. to Q. Kt. fourth
9. P. takes B.
10. Q. takes P.
11. Kt. to Q. B. third
12. Q. to her Kt. third
13. B. to Q. Kt. second
14. K. takes R.
15. Q. takes Kt.

8. Kt. takes B.
9. P. to Q. B. seventh
10. Q. takes R.
11. Kt. to Q. Kt. fifth
12. Kt. takes Q. R. P.
13. Q. takes R. (check)
14. Kt. takes Kt.

And wins.

(e) Had they played "P. to K. B. fourth," White could have rejoined with "Kt. to Q. Kt. fifth," with a good game. If the Black were to take the Knight thus offered, White could then play "P. to K. fifth."

(f) Variation :—

18. Q. to her B. fifth
19. Q. takes Q. B.
20. Kt. takes B.
21. B. takes K. R.
22. B. takes R. (check)
23. Kt. to Q. B. third

17. K. to Q. Kt. square
18. P. to Q. Kt. third (or A)
19. B. to K. R. seventh (check)
20. R. takes Q.
21. Q. takes R.
22. K. to Q. Kt. second

White has a Rook and two Knights against the Queen, and no disadvantage in any other respect.

(A)

19. Q. to her R. seventh (check)
20. R. takes Q. B.

18. P. to Q. R. third
19. K. to Q. B. square

With the best game; for it will be seen that, although White has several pieces *en prise*, none of them can be taken with advantage.

(g) A fatal capture, as White's next move shows.

ANNUAL DINNER OF THE LONDON CHESS-CLUB.

THE Annual Dinner of the London Chess-Club took place at PURSELL'S, Cornhill, upon Tuesday, the 5th of February. Previously to the festive entertainment, the Club-rooms were opened, at an early hour upon the day named, for play. There were some interesting contests, those most noticed by the lookers-on being a well-fought game between Herr LÖWENTHAL and the President of the Club; another between Mr. GREENAWAY and Mr. KENNY, the Hon. Sec. of the M'Donnell Chess-Club; some games between Mr. GEORGE WALKER and Mr. WORRELL, and a very spirited encounter between Captain KENNEDY and Mr. W. PULLING. Captain KENNEDY took the field afterwards, we believe, against Mr.

MEDLEY, the Hon. Sec. of the Club. At the time appointed for dinner, the members and visitors sat down to the number of fifty-four, a pretty good muster, it must be owned, in war-time. The President of the Club, Mr. MONGREDIEN, occupied the chair, the vice-chair being filled by Mr. HENNEL. Amongst the members of the Club present were Mr. G. MEDLEY, the Hon. Sec.; Mr. WAITE, the Treasurer; Messrs. ALSAGER, BRIEN, DETMOLD, FENN, GANDELL, GREENAWAY, HESELTINE, MARK, MAUDE, W. PULLING, ROUGIER, SLOUS, WALKER, WITHERBY, WORRELL, YATES, &c. The visitors were not so numerous as had been expected. Mr. BUCKLE, Captain EVANS, Mr. FRASER, Herr KLING, and Mr. WYVILL, M.P., were precluded by previous engagements from attending; the great chess master, Mr. LEWIS, we regret to state, was absent from ill health. We noticed, however, amongst the visitors present, Captain KENNELY, Herr HORWITZ, Herr LÖWENTHAL, Mr. JANSSENS, Mr. KENNY, and three gentlemen of considerable musical ability, Mr. FAWCETT, Mr. SCHLOSSER, and Mr. TEADKINS. We have not space to print the good things that were said or done during and after the dinner, but must content ourselves with stating, that, through the intuitive skill of the Chairman, and the excellent music and singing of Messrs. SCHLOSSER, KENNY, ROUGIER, FAWCETT, and TEADKINS, every thing went off in the best way. After dinner, chess-play was resumed by several enthusiastic amateurs, the most conspicuous in the lists being Mr. JANSSENS and Mr. MAUDE. The assembled body of players separated finally at a late hour.

MISCELLANEOUS.

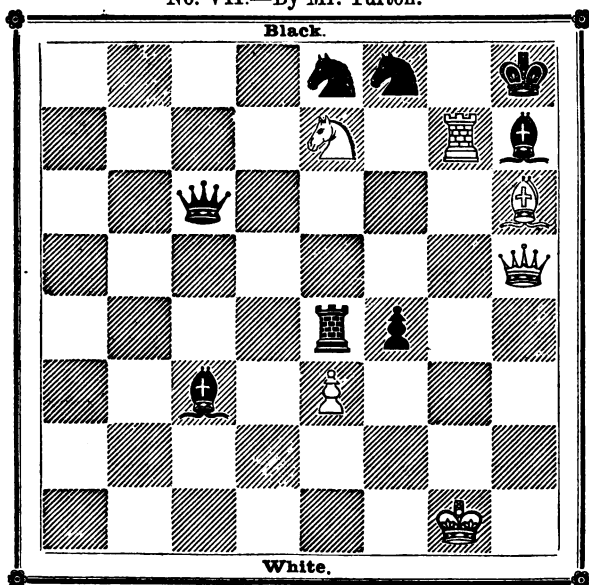
In the M'Donnell Chess-Club a second match between Mr. JANSSENS and Colonel SZABO has ended with the following score:—J. 5; Equal 1. The Tournament is still progressing. In our next impression we will give an account of its proceedings.

A TOURNAMENT is on foot at Ries' Divan. We will give also an account of the proceedings of this Tournament, when we receive additional details. Amongst the players entered are some of the best in London. It is likewise, however, of a mixed character, amateurs who receive odds being admitted into the competition.

A TOURNAMENT for twelve players is also being held at Herr KLING's Chess-Rooms, 454 New Oxford-street. The winners of the first round are Messrs. BAINES, BLOUNDELL, COOKE, LANGDON, MULLER, and SISSBN

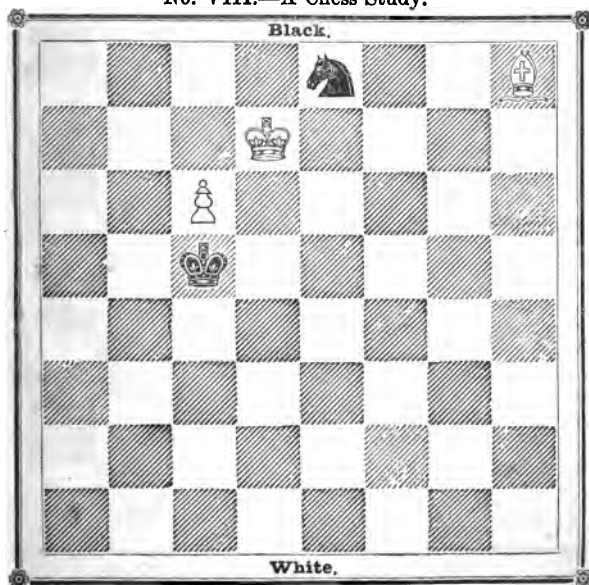
PROBLEMS.

No. VII.—By Mr. Turton.



White to play and mate in five moves.

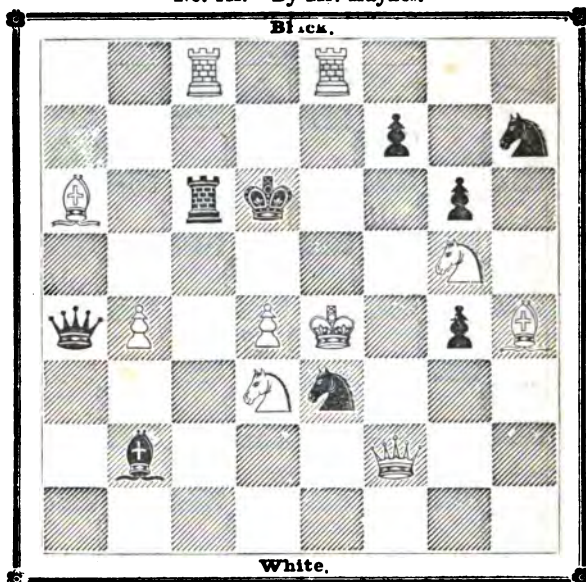
No. VIII.—A Chess Study.



White to move and win.

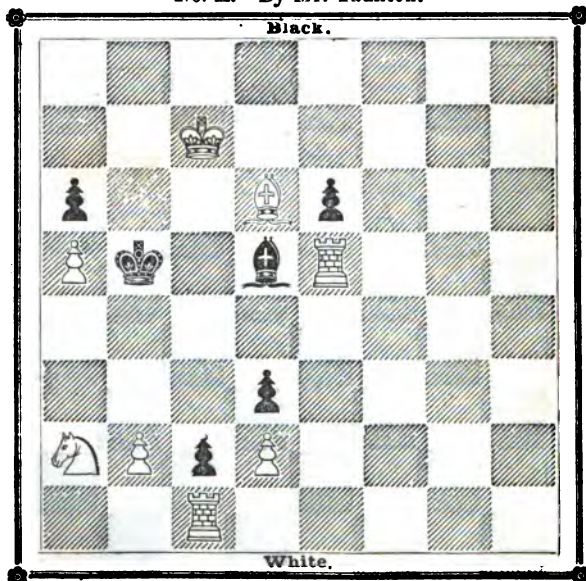
This fine position occurred in actual play in the Mc'Donnell Chess-Club.

No. IX.—By Mr. Haynes.



White to play, and to compel Black to give checkmate in fourteen moves.

No. X.—By Mr. Taunton.



White to play, and mate in four moves.

CHESS IN GERMANY.

We continue our selection from the valuable games played by the Prussian masters. The games which we select have been published in the columns of our contemporary, the *Berliner Schachzeitung*, but have never up to this time been printed in England.

(*Gioco Piano*.)

White. (Herr HANSTEIN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. third
6. P. to Q. Kt. fourth
7. P. to Q. R. fourth
8. P. to Q. Kt. fifth
9. Q. to her Kt. third
10. K. Kt. to his fifth
11. P. takes Q. P.
12. Q. B. to Q. R. third
13. Q. Kt. to Q. second
14. K. Kt. takes B.
15. Kt. to K. fourth
16. Castles on the King's side
17. Q. R. to K. square
18. P. to K. Kt. third
19. Q. R. to K. second
20. Q. B. to his square
21. Kt. to Q. second
22. Q. R. to K. fourth (*d*)
23. K. to his Kt. second
24. K. B. takes K. Kt.
25. Q. R. to K. second
26. P. to Q. fourth
27. Q. takes P.
28. Q. takes Q. Kt. P.
29. Q. R. to K. square
30. Kt. to K. fourth
31. R. takes R.

Black. (Herr V. H. D. LASA.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. Kt. to K. B. third
5. P. to Q. third
6. B. to Q. Kt. third
7. P. to Q. R. fourth
8. Q. Kt. to K. second
9. Castles
10. P. to Q. fourth
11. K. Kt. takes P.
12. Q. B. to K. third (*a*)
13. P. to K. R. third
14. P. takes Kt.
15. K. R. to K. B. second
16. P. to K. Kt. fourth
17. Q. Kt. to K. Kt. third
18. K. to his Kt. second
19. P. to K. Kt. fifth (*b*)
20. K. R. to K. B. fourth
21. Q. Kt. to K. B. fifth (*c*)
22. Q. Kt. to K. R. sixth (check)
23. Q. Kt. takes K. B. P.
24. P. takes K. B.
25. Q. to K. B. third
26. Q. R. to K. B. square
27. P. takes P.
28. P. to Q. sixth
29. Kt. to K. R. sixth
30. Q. to K. third (*e*)
31. Q. takes R.

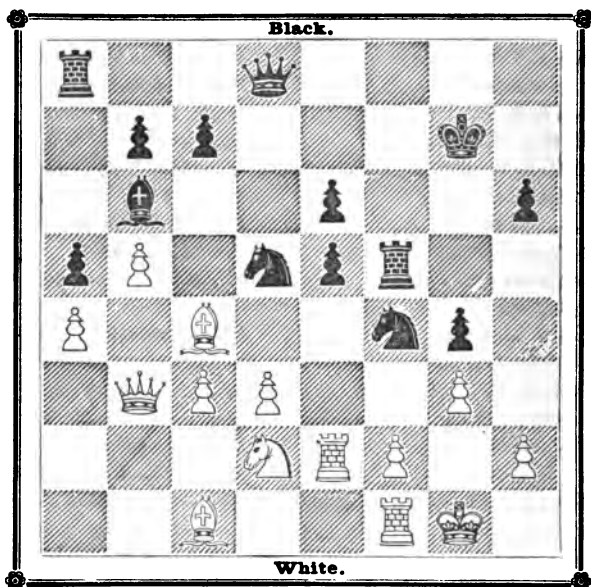
And wins.

Notes.

(a) Our contemporary remarks that although Black will have doubled and isolated Pawns, he will gain by way of compensation an open file for his King's Rook.

(b) These moves are preparatory to a very clever manœuvre.

(c) We give a diagram of the position after this move :—



(d) The capture of the Queen's Knight would have brought upon White a severe attack from the remaining portion of Black's forces.

(e) Threatening to exchange both the Rooks, and then to give a fatal check with his Queen at K. B. fourth square.

IN 1848 the attention of Chess-players in England, as well as upon the Continent, was attracted to a match between the celebrated Breslau champions, Herren ANDERSEN and HARRWITZ. In England we took the greater interest from the fact that Herr HARRWITZ had previously distinguished himself in this country as a Chess-player of considerable skill. Our hopes were so far disappointed that the match never came to a termination, it having been abandoned when each player had won five games.

These ten games were given in the *Berliner Schachzeitung* of 1848. Out of the ten, however, from some hidden reason which we cannot attempt to explain, only six found their way to the columns of the *Chess-Player's Chronicle* in that year, four won by Herr HARRWITZ, two by his great competitor. In 1851 two more games made their appearance in the English press, these being won by Herr ANDERSSSEN. We now print the two remaining games, in order that our readers may at length obtain the complete series of these match-games.

(*King's Bishop's Gambit.*)

White. (Herr HARRWITZ.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to Q. B. fourth
4. K. to his B. square
5. P. to Q. fourth
6. K. Kt. to K. B. third
7. Q. Kt. to Q. B. third (*b*)
8. P. to K. fifth
9. Q. Kt. to Q. fifth
10. P. to K. Kt. fourth
11. Q. B. to K. Kt. fifth
12. P. takes K. B. P.
13. K. Kt. to K. fifth
14. Q. takes K. Kt.
15. Q. Kt. to K. B. sixth (double check)
16. Q. takes K. R. P. (check)
17. Kt. to K. Kt. fourth (mate) (*c*)

Black. (Herr ANDERSSSEN.)

1. P. to K. fourth
2. P. takes P.
3. Q. to K. R. fifth (check)
4. K. B. to Q. B. fourth (*a*)
5. K. B. to Q. Kt. third
6. Q. to K. second
7. K. Kt. to K. B. third
8. K. Kt. to K. R. fourth
9. Q. to her square
10. P. takes P. in passing
11. P. to K. B. third
12. P. takes K. B. P.
13. Castles
14. P. takes B. (discovering check)
15. K. to his Kt. second
16. K. takes Kt.

Notes.

(*a*) This is generally admitted to be an unsound defence to the Bishop's Gambit.

(*b*) He may also capture the Gambit Pawn. The reader may refer to the English "Handbook," p. 337, where the subject is considered concisely, or to Walker's "Art of Chess-Play," 1846, pp. 215, 216, where the position is analyzed more fully.

(*c*) Black's opening in this game was so extremely hazardous that no player, however great his skill, could have escaped an early defeat.

Between the same Players.

(*Scotch Opening. Giuoco Piano.*)

White. (Herr ANDERSEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to K. fifth
7. B. to Q. Kt. fifth
8. P. takes P.
9. Q. B. to Q. second
10. Q. Kt. takes B.
11. B. takes Kt.
12. Castles (*b*)
13. Q. R. to Q. B. square
14. Q. to her B. second
15. Q. Kt. to his third
16. K. Kt. to Q. second
17. P. to K. B. third
18. Q. takes Kt.
19. Kt. to Q. B. fifth
20. K. R. to K. square
21. Q. R. to Q. B. third
22. Q. R. to his third
23. P. to Q. Kt. third (*d*)
24. Q. R. takes P.
25. Kt. takes R.
26. Kt. to Q. B. fifth
27. P. to Q. R. fourth
28. P. to Q. R. fifth
29. P. to Q. R. sixth
30. R. to Q. R. square
31. Q. to her Kt. fourth
32. Q. to her Kt. seventh
33. P. to Q. R. seventh
34. Kt. takes Q.
35. Kt. to Q. eighth (check)

Black. (Herr HARRWITZ.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. P. takes P.
4. K. B. to Q. B. fourth
5. K. Kt. to K. B. third
6. P. to Q. fourth
7. K. Kt. to K. fifth
8. B. to Q. Kt. fifth (check) (*a*)
9. B. takes B. (check)
10. Castles
11. P. takes B.
12. P. to K. B. fourth (*c*)
13. Q. to K. square
14. Q. R. to Q. Kt. square
15. Q. R. to Q. Kt. third
16. Q. to K. R. fourth
17. Kt. takes Kt.
18. P. to K. B. fifth
19. Q. to K. Kt. third
20. B. to K. third
21. Q. to K. square
22. B. to K. B. fourth
23. P. to Q. R. third
24. Q. R. takes Q. R.
25. Q. to her B. square
26. B. to K. third
27. P. to K. Kt. fourth
28. R. to K. square
29. Q. to her Kt. square
30. Q. to her R. second
31. K. to his B. second
32. Q. to her Kt. third
33. Q. takes Q.
34. R. to Q. R. square
35. K. to his second

White. (Herr ANDERSEN.)	Black. (Herr HARRWITZ.)
36. Kt. takes B.	36. K. takes Kt.
37. P. to Q. Kt. fourth	
And wins. (e)	

Notes.

(a) As White will subsequently capture the Q. Kt. with his Bishop, "K. B. to Q. Kt. third" is a safer move. See Walker's "Art of Chess-Play," 1846, p. 66, and the English "Handbook," p. 105. The student must beware of confounding the results of "*P. to K. B. fourth*," at a particular stage in the defence to this opening, with those springing from "*P. to Q. B. fourth*."

(b) Perhaps "Q. R. to Q. B. square" may be more efficacious now than at the next move.

(c) Could Black have relieved himself a little by "P. to Q. B. fourth"?

(d) The *Berliner Schachzeitung* remarks here, with its usual judgment, that "R. takes P." would not be so good, as Black in that case could reply with "Q. to her Kt. square."

(e) This game is an instance of the disadvantage which doubled Pawns, when skilfully opposed, entail on their possessor.

BLINDFOLD CHESS.

BEFORE commencing their match, Herren ANDERSEN and HARRWITZ played a game without sight of the board and men. We take this opportunity of correcting the erroneous statement which was published at that time, that Herr HARRWITZ played without the board and men, no mention being made of the fact that Herr ANDERSEN also played the game blindfold. The error was indeed promptly corrected in the columns of our contemporary, but, alas for our accuracy! the mistake, and not the correction, found its way into the English press. A misstatement, or misinterpretation of the meaning, in a paragraph of a Silesian paper, was the original cause of the commission of the mistake. This beautiful specimen of blindfold Chess has too long escaped the printer's hands in England. Another example, however, of Herr ANDERSEN's blindfold skill, the late lamented KISSEBITZKI playing with the board, and giving the great Prussian master the Pawn and two moves in exchange for blindfold play, will be found in the *Chess-Player's Chronicle* for 1852.

(Allgaier Gambit.)

White. (Herr HARRWITZ.)	Black. (Herr ANDERSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth

White. (Herr HARRWITZ.)

5. K. Kt. to K. fifth
6. K. B. to Q. B. fourth
7. P. to Q. fourth
8. P. takes P. (*a*)
9. Kt. to Q. third
10. Q. B. to K. Kt. fifth
11. P. takes B.
12. P. to K. B. fourth
13. Q. Kt. to Q. B. third
14. P. to Q. fifth
15. Q. to K. second
16. Castles on the Q. side
17. K. B. to Q. Kt. third
18. P. to K. fifth
19. Q. Kt. to K. fourth
20. Q. Kt. to K. Kt. third (*c*)
21. Q. takes Q. B.
22. Q. to K. B. fifth (check)
23. K. R. takes P.
24. Q. takes K. R.
25. Q. to K. Kt. fifth
26. Q. takes K. Kt. P.
27. R. to K. square
28. Q. to K. B. fifth
29. R. takes P. (*e*)
30. Q. to K. R. fifth (*g*)
31. K. B. to Q. fifth
32. Kt. to K. fourth
33. P. to Q. B. third
34. Q. to K. B. third
35. K. to Q. Kt. square
36. Q. takes K. Kt.
37. Kt. to Q. second
38. Kt. takes Kt.

Black. (Herr ANDERSEN.)

5. P. to K. R. fourth
6. R. to K. R. second
7. P. to K. B. sixth
8. P. to Q. third
9. K. B. to K. second
10. B. takes B.
11. Q. takes P.
12. Q. to K. second (*b*)
13. Q. B. to K. third
14. Q. B. to his square
15. Q. Kt. to Q. second
16. Q. Kt. to his third
17. Q. B. to Q. second
18. Castles on the Q. side
19. Q. B. to K. B. fourth
20. Q. B. takes K. Kt.
21. K. R. to his square
22. K. to Q. Kt. square
23. K. R. takes K. R.
24. K. Kt. to K. B. third (*d*)
25. K. Kt. to his square
26. P. takes K. P.
27. K. Kt. to K. B. third
28. K. Kt. takes Q. P.
29. Kt. to K. sixth (*f*)
30. Q. to her third
31. Q. Kt. takes B.
32. Q. to her B. third
33. Q. Kt. takes K. B. P.
34. Q. Kt. to Q. sixth (check)
35. Q. Kt. takes R.
36. P. to K. B. fourth
37. Kt. to Q. B. fifth
38. Q. takes Kt.

And wins.

Notes.

(*a*) If, instead of "P. takes P.," White play "P. to K. Kt. third," Black should reply with "Q. Kt. to Q. B. third."

(*b*) Our contemporary notices "Q. to K. Kt. second."

(c) This combination in blindfold play is with reason commended by our contemporary. The skilful Prussian analyst also points out its destructive attack upon Black's passed Pawns.

(d) The series of moves made by Black at this crisis is beautifully conceived. It is clear that if the Knight be captured, the piece can be regained at once by "Q. to K. sixth (check)."

(e) With the board and men before him, as our contemporary suggests, White would have preferred "P. takes P."

(f) A masterly stroke of play. If ordinary amateurs, when they have the assistance of the board and men, could conduct games with equal skill, they might well be satisfied.

(g) Although under difficulty, White plays the best moves. Indeed, in this game his skill is barely surpassed by that of the winner.

CHESS IN THE METROPOLIS.

A GAME played towards the end of 1852 in the London Chess-Club, the combatants being the President of the Club and the distinguished German player, Herr HORWITZ.

(Philidor's Defence to the K. Kt. Opening.)

White. (Herr HORWITZ.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. Q. Kt. to Q. B. third
4. P. to Q. third (a)
5. K. B. to K. second
6. Castles
7. K. Kt. to K. square
8. P. to K. B. fourth
9. P. takes K. P.
10. P. takes P.
11. K. B. to his third
12. K. to his R. square
13. Q. to K. second
14. K. Kt. takes B.
15. Q. Kt. to K. fourth
16. B. to K. third
17. Q. Kt. to Q. B. fifth
18. K. Kt. to K. R. fourth
19. R. takes R. (check)
20. Q. Kt. to K. fourth

Black. (Mr. MONGREDIEN.)

1. P. to K. fourth
2. P. to Q. third
3. K. Kt. to K. B. third
4. P. to K. R. third
5. K. B. to K. second
6. Castles
7. K. Kt. to K. R. second
8. P. to K. B. fourth (b)
9. Q. P. takes P.
10. Q. B. takes P.
11. K. B. to Q. B. fourth (check)
12. Q. B. to K. Kt. fifth (c)
13. Q. B. takes B.
14. Q. Kt. to Q. B. third
15. B. to Q. third
16. Q. Kt. to K. second
17. Q. to her B. square
18. P. to Q. Kt. third
19. K. Kt. takes R.
20. K. Kt. to his third

White. (Herr HORWITZ.)
 21. K. Kt. takes Kt.
 22. Q. to K. R. fifth
 23. B. takes Kt.
 24. Q. to her fifth (check)
 25. R. to K. B. square
 26. Kt. takes B.
 27. R. takes P. (e)

Black. (Mr. MONGREDIEN.)
 21. Kt. takes Kt.
 22. Kt. to K. B. fifth
 23. P. takes B.
 24. K. to his R. square
 25. Q. to K. B. square (d)
 26. P. takes Kt.

White wins the game.

Notes.

(a) This series of moves in the *début* of the first player hardly takes sufficient advantage of his opponent's confinement. "P. to Q. fourth" at the third move always gives the player who conducts the attack that which is an absolute gain in itself, viz., the choice of taking up subsequently several positions, not one position as in this game, with his King's Bishop.

(b) Whenever, in positions analogous to the present one, both players have thus advanced their King's Bishop's Pawns, a slight advantage is likely to accrue to him who has the move afterwards, as by exchanging both the King's and King's Bishop's Pawns, he leaves an isolated Pawn in the centre. Many exceptions to this rule will however be found, in which the Pawn thus isolated is so well posted that it more than counterbalances its separation from the rest of the infantry. For the skilful management of these exceptional cases, see the Queen's Gambits between De La Bourdonnais and M'Donnell in Walker's "Chess Studies," the isolated Pawn in those examples being the Queen's Pawn.

(c) Arresting the attack upon his Q. Kt. Pawn without making a defensive move.

(d) This does not protect the assailed Pawn.

(e) In the present position this capture is decisive. If Black take the Rook, White will take the Rook with a check, will then check with his Queen at K. fourth, compelling Black to exchange Queens, and afterwards will maintain his extra Pawn without difficulty. If Black will not take the Rook, his Queen's Pawn must be lost inevitably.

An excellent game, played some little time ago at Ries' Divan.

(Irregular Opening.)

White. (Mr. BARNES.)
 1. P. to Q. B. fourth
 2. Q. Kt. to Q. B. third
 3. P. to K. third

Black. (Mr. BODEN.)
 1. P. to K. fourth
 2. P. to K. B. fourth
 3. K. Kt. to K. B. third

White. (Mr. BARNES.)

4. K. Kt. to K. R. third
5. P. to Q. Kt. third
6. K. B. to K. second
7. Q. Kt. to Q. fifth
8. P. to K. B. third
9. Kt. takes K. Kt. (check)
10. Q. R. to Q. Kt. square
11. P. takes P.
12. Kt. to K. B. fourth
13. Castles
14. Kt. to Q. fifth
15. Q. to her B. second
16. Kt. to Q. B. seventh
17. Kt. takes Q. R.
18. K. R. to K. B. second (*b*)
19. Q. to her square
20. Q. B. to Q. Kt. second (*d*)
21. K. B. to his square (*e*)
22. K. takes B.
23. K. to his Kt. square (*f*)
24. K. to his R. square
25. K. B. to K. second
26. K. takes Kt.
27. K. to his Kt. third
28. Q. to K. R. square

Black. (Mr. BODEN.)

4. P. to Q. B. fourth
5. Q. Kt. to Q. B. third
6. K. B. to K. second
7. P. to K. fifth
8. P. to Q. third
9. K. B. takes Kt.
10. Q. to K. second
11. P. takes P.
12. Castles
13. P. to Q. Kt. third
14. Q. to her square
15. Q. to K. square (*a*)
16. Q. to K. Kt. third
17. Q. B. to K. R. sixth
18. Kt. to Q. fifth (*c*)
19. R. takes Q. Kt.
20. K. B. to K. R. fifth
21. B. takes R. (check)
22. R. to K. B. square (check)
23. Kt. to K. B. sixth (check)
24. B. to K. Kt. fifth
25. Kt. takes K. R. P.
26. Q. to K. R. fourth (check)
27. B. takes B.

Black mates in six moves.

Notes.

(*a*) The commencement of a spirited combination. Black sacrifices the exchange with the view of opening a fine attack upon the hostile King.

(*b*) Variation :—

18. K. B. to his third

| 18. Q. B. to K. B. fourth

White has now two moves—"B. to K. second" and "B. to K. R. fifth," for "B. to Q. square" would lose the Queen as below. Should he play "B. to K. second," Black can at least equalize the game, or bring about the moves which occur in the actual game, by again placing his Bishop at K. R. sixth, if he cannot venture upon aiming at victory by "Q. Kt. to his fifth," or by simply capturing the Knight with his remaining Rook.

"B. to K. R. fifth" would be more immediately fatal, and Black would win either a piece or the Queen, for suppose

- | | |
|--------------------------|-------------------------|
| 19. B. to K. R. fifth | 19. Q. takes B. |
| 20. Kt. to Q. B. seventh | 20. Kt. to Q. Kt. fifth |
| 21. Q. to her square | |

If White now play "R. takes B.," offering the exchange back again, in order to escape from loss, Black takes the Rook with his Queen, and upon White's subsequent move, "Q. to her square," wins a piece by "B. to Q. square."

- | | |
|------------------------|---------------------------|
| 22. Q. to K. square | 21. Q. B. to K. Kt. fifth |
| 23. Q. to K. Kt. third | 22. Kt. to Q. sixth |
| | 23. K. B. to K. fourth |

And the White Queen is lost, or mate forced.

(c) A beautiful and also sound move. If White take the Knight, Black can retake the capturing Pawn with his King's Bishop.

(d) It is evident that White cannot take the Knight even now. "Q. to K. B. square" seems to be bad play, on account of "B. to K. R. fifth." We will give one variation:—

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|-------------------------|--------------------------|
| 20. Q. to K. B. square | 20. K. B. to K. R. fifth |
| 21. R. to K. B. fourth | 21. Q. B. takes P. |
| 22. R. to K. Kt. fourth | |

If "Q. takes B.," then Black can play "Kt. takes B.," &c.

- | | |
|-----------------|-----------------|
| 23. R. takes Q. | 22. B. takes Q. |
| | 23. B. takes B. |

Black will retain an extra piece.

(e) Again he could not bring his Queen to the rescue, as Black in that case would take the Rook with his Bishop checking, and afterwards move his own Rook to K. B. square. "P. to K. Kt. third" would also be un-availing.

(f) Had he moved his King to the other side he would have been mated in three moves.

A GAME from the match lately won in the Tournament at Ries' Divan by Mr. RICKARDS of the Rev. JOHN OWEN.

(*Knight's Game of Ruy Lopez.*)

Black. (Mr. RICKARDS.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. Kt. fifth
4. P. to Q. B. third
5. K. B. to Q. R. fourth
6. K. B. to Q. B. second

White. (Rev. J. OWEN.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. Kt. to K. second
4. P. to Q. R. third (a)
5. P. to Q. Kt. fourth (b)
6. K. Kt. to his third

Black. (MR. RICKARDS.)

7. P. to Q. fourth
8. P. to Q. Kt. fourth
9. P. to Q. fifth
10. Q. B. to K. third
11. P. to K. R. third
12. Q. takes B.
13. P. to Q. R. fourth (c)
14. P. takes P.
15. Q. Kt. to Q. R. third
16. Castles on the King's side
17. K. B. to Q. third
18. P. takes B.
19. Q. to K. second
20. K. R. to K. B. second
21. Q. R. to K. square
22. K. to his R. second
23. Q. to K. Kt. fourth
24. P. takes Q.
25. K. to his Kt. third
26. P. to K. Kt. fifth
27. B. takes Q. Kt. P.
28. B. to Q. seventh
29. P. takes P. in passing
30. Kt. to Q. B. fourth
31. P. to Q. Kt. fifth
32. Kt. to Q. Kt. sixth
33. B. takes Q. Kt.
34. B. to Q. B. sixth
35. P. takes Kt.
36. P. to Q. B. seventh (f)
37. K. to his R. second
38. R. takes R.

White. (REV. J. OWEN.)

7. P. to Q. third
8. K. B. to K. second
9. Q. Kt. to his square
10. Q. B. to K. Kt. fifth
11. B. takes Kt.
12. Castles
13. Q. Kt. to Q. second
14. P. takes P.
15. Q. R. to Q. Kt. square (d)
16. B. to K. Kt. fourth
17. B. takes Q. B.
18. K. Kt. to K. R. fifth (e)
19. Q. to K. Kt. fourth
20. Q. Kt. to K. B. third
21. Q. R. to Q. Kt. third
22. Q. Kt. to K. R. fourth
23. Q. takes Q.
24. Q. Kt. to K. B. third
25. K. Kt. to his third
26. Q. Kt. to K. square
27. K. Kt. to K. second
28. P. to Q. B. fourth
29. K. Kt. takes P.
30. Q. R. to his third
31. Q. R. to his fifth
32. K. Kt. to Q. Kt. square
33. Q. R. takes P.
34. Kt. takes B.
35. P. to K. B. fourth
36. P. to K. B. fifth (check)
37. R. takes P.
38. P. takes R.

White gave up the game.

Notes.

(a) The second player seems to lose time by this move in the present defence. "P. to Q. third" is perhaps his safest resource, although there are many who think that he may play "K. Kt. to his third" at once without much danger.

(b) These Pawns are not well posted, and are exposed to subsequent attacks.

(c) Sooner or later this move always tells in the *Ruy Lopez'* Knight's game, when the second player has advanced his Queen's Knight's Pawn.

(d) "Q. R. to his third" has a more promising appearance at first sight, but it is extremely doubtful if in the end it would have been beneficial to White's game.

(e) The Q. Kt. Pawn being lost irretrievably, White aims at a counter-attack on his right wing. It is, however, of no avail, as Black has all his forces at command either for attack or defence.

(f) The improvement in the modern system of notation, in describing the square to which the Pawn proceeds rather than the step which the Pawn takes, may be noticed at this stage of the game. If the present move were printed, as indeed our copy has it, "*Doubled P. one*," the reader would be in doubt whether the first of the Pawns on the K. Kt. file, or one, and if one which one, of the Pawns on the Q. B. file were the Pawn moved. We believe, however, that in the text we have signified the correct move in the instance before us.

A GAME from a match in the M'Donnell Chess-Club between Messrs. GREEN and JANSSENS.

(*French Game.*)

White. (Mr. JANSSENS.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to K. B. third (a)
5. P. to Q. B. fourth
6. Q. Kt. to Q. B. third
7. P. to K. R. third
8. Q. B. to K. third
9. P. takes P.
10. K. B. to Q. third
11. P. takes Kt.
12. K. to his second
13. P. to Q. R. third
14. Q. takes Kt.
15. P. to Q. fifth
16. P. to Q. Kt. fourth
17. P. to K. Kt. fourth
18. Q. R. to K. Kt. square
19. P. to K. R. fourth

Black. (Mr. GREEN.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. Kt. to K. B. third
5. K. B. to K. second (b)
6. Q. Kt. to Q. B. third
7. Castles
8. Q. B. to K. third
9. K. Kt. takes P.
10. K. Kt. takes Q. B.
11. K. B. to K. R. fifth (check)
12. Kt. to Q. Kt. fifth
13. Kt. takes B.
14. P. to Q. Kt. fourth (c)
15. Q. B. to Q. second
16. K. R. to K. square
17. Q. R. to Q. Kt. square
18. K. B. to K. second
19. P. to Q. R. fourth

White. (Mr. JANSSENS.)

20. Kt. to K. Kt. fifth (*d*)
21. P. takes B.
22. Kt. to K. fourth (*e*)
23. Q. takes R.
24. Q. to her fourth
25. Q. R. to K. Kt. third
26. P. takes P.
27. K. R. to Q. square
28. K. R. to K. Kt. square
29. K. to his square
30. P. to K. fourth
31. Q. to K. third
32. K. to Q. second
33. K. to his square
34. K. to his B. square
35. Q. to K. square
36. K. takes Q.
37. K. to his B. square
38. Q. R. to Q. B. third
39. Q. R. takes Q. B. P.
40. Q. R. to Q. B. fifth
41. K. to his B. second
42. K. to his third
43. K. R. to Q. Kt. square
44. Q. R. to Q. B. second
45. K. to Q. fourth
46. K. R. takes P.
47. R. takes R.
48. K. to his third
49. K. to his B. fourth
50. R. to Q. Kt. seventh (*g*)
51. K. to his Kt. third
52. K. to his R. second
53. R. to Q. Kt. sixth (check)
54. R. takes P.

Black. (Mr. GREEN.)

20. B. takes Kt.
21. P. to K. Kt. third
22. R. takes Kt.
23. Q. takes P.
24. P. to K. B. third
25. P. takes P.
26. R. to Q. R. square
27. P. to K. R. fourth
28. B. takes P. (check)
29. Q. to K. B. fourth
30. Q. to K. B. fifth
31. R. to Q. R. eighth (check)
32. R. to Q. R. seventh (check)
33. Q. to K. fourth
34. Q. to her R. eighth (check)
35. Q. takes Q. (check) (*f*)
36. R. to K. seventh (check)
37. R. takes P.
38. R. takes P.
39. R. to Q. fifth
40. P. to Q. Kt. fifth
41. P. to Q. Kt. sixth
42. R. to Q. Kt. fifth
43. P. to Q. Kt. seventh
44. R. to Q. Kt. sixth (check)
45. P. to K. R. fifth
46. R. takes R.
47. P. to K. R. sixth
48. K. to his B. second
49. B. to Q. second
50. K. to his second
51. K. to Q. third
52. P. to K. Kt. fourth
53. K. takes P.

The game was finally equal.

Notes.

- (a) We prefer "Q. B. to K. third" at this stage of the opening.
- (b) The second player may here check with his Bishop, or take the

Pawn with Pawn, reducing the game to the Queen's Gambit, without much danger. The Queen's Gambit accepted is the most interesting, as the Queen's Gambit refused is the most critical, of close games. It is important to observe that, by forming the Queen's Gambit accepted out of the French Game, instead of submitting to it in the first instance, the second player avoids many attacks.

(c) A somewhat hazardous step in advance.

(d) This attack turns out to have less in it than would appear to be likely at first sight.

(e) "Q. to her fourth," threatening to take the Rook's Pawn with the King's Rook, would be unavailing, as Black could take the Pawn at White's K. Kt. fifth, and upon the Rook's capturing the K. R. Pawn play "Q. takes K. P. (check)," &c.

(f) If, instead of thus exchanging Queens, Black had played "Q. to her Kt. seventh," we believe that he must have won the game without any difficulty. One of the most plausible rejoinders would have been "K. R. to K. Kt. second," the result of which may be thus briefly stated:—

36. K. R. to K. Kt. second	35. Q. to her Kt. seventh
	36. B. to K. R. sixth

If White take this Bishop with his Queen's Rook, Black of course plays "Q. takes K. R. (mate)." He will therefore aim at perpetual check.

37. Q. R. takes P. (check)	37. K. to his B. second
38. Q. R. to K. Kt. seventh (check)	38. K. to his square
39. Q. R. to K. Kt. eighth (check)	39. K. to Q. second
40. Q. R. to K. Kt. seventh (check)	40. K. to Q. B. square
41. Q. R. takes P. (check) (best)	41. K. takes R.
42. Q. to K. Kt. third (check)	

"P. to Q. sixth (check)" would be answered by "K. to Q. square."

43. Q. to K. Kt. seventh (check)	42. K. to Q. Kt. second
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He does not dare to take the Bishop.

43. K. to Q. R. third

And wins.

(g) Apparently a bait to tempt the advance of the K. R. Pawn. In that case White would win the Pawn by bringing his Rook back to Q. Kt. square. The game, however, would be equal, if he captured the Bishop instead of bringing his Rook back. Suppose

51. R. takes B. (check)	50. P. to K. R. seventh
52. R. to Q. eighth (check)	51. K. to his Kt. square (best)
53. R. to Q. seventh (check)	52. K. to his R. second
54. R. to Q. eighth	53. K. to his R. third
	54. K. to his R. second

Equal game.

Two games from the short contest between Mr. BARNES and Herr FALKBEER in the Tournament at the M'Donnell Chess-Club.

(*Sicilian Opening.*)

White. (Herr FALKBEER.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. Q. Kt. to Q. B. third
4. K. B. to Q. B. fourth
5. P. to Q. third
6. Q. Kt. to his fifth
7. Q. B. to K. B. fourth
8. Q. B. to Q. second
9. K. Kt. to his fifth
10. Q. to K. B. third
11. P. takes P.
12. Kt. takes Kt.
13. Kt. takes K. B. P.
14. P. to Q. sixth
15. B. takes R. (check)
16. P. to K. Kt. fourth
17. P. takes Kt.
18. K. R. to K. Kt. square
19. Q. to K. R. fifth (check)
20. Q. to K. eighth (check)
21. Q. takes K. P.
22. Castles (*c*)
23. Q. takes K. B. P.
24. Q. to K. Kt. fifth
25. K. to Q. Kt. square
26. P. to K. R. fourth
27. Q. to K. Kt. fourth
28. Q. B. to K. Kt. fifth
29. P. to K. B. fourth
30. Q. B. to K. B. sixth (check)
31. P. to K. R. fifth

Black. (Mr. BARNES.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to Q. B. third
4. P. to K. Kt. third
5. K. B. to K. Kt. second
6. P. to Q. third
7. P. to K. fourth
8. K. Kt. to K. second (*a*)
9. Castles (*b*)
10. P. to Q. fourth
11. Q. Kt. to Q. fifth
12. Q. B. P. takes Kt.
13. R. takes Kt.
14. Kt. to K. B. fourth
15. K. takes B.
16. Q. takes P.
17. P. takes P.
18. P. to K. B. fifth
19. K. to his Kt. square
20. Q. to K. B. square
21. Q. B. to K. B. fourth
22. Q. B. to K. Kt. third
23. Q. to her B. fourth
24. Q. to her B. third
25. P. to Q. R. fourth
26. K. B. to his third
27. K. to his R. square
28. K. B. to K. fourth
29. K. B. to Q. third
30. K. to his Kt. square

And wins.

Notes.

(*a*) This is presently shown to be a move which yields White some advantage.

(*b*) "P. to Q. fourth" would be worse than useless.

(*c*) Why was White afraid of the snare? He could here have given up two Rooks for two Bishops, and have won easily.

Between the same Players.

*(Irregular Opening.)**White.* (Mr. BARNES.)

1. P. to K. B. fourth
2. K. Kt. to K. B. third
3. P. to K. third
4. P. to Q. Kt. third
5. Q. B. to Q. Kt. second
6. P. to Q. R. third
7. K. B. to K. second
8. Castles
9. P. to Q. Kt. fourth
10. P. to Q. Kt. fifth
11. K. B. takes P.
12. K. B. takes Kt. (check)
13. P. to Q. fourth
14. Q. R. to his second (*b*)
15. Q. Kt. to Q. B. third
16. B. to Q. R. square
17. Q. to K. second
18. Q. Kt. takes Q.
19. K. Kt. to K. fifth (*f*)
20. R. to K. square
21. K. Kt. to Q. seventh
22. Kt. takes Q. R.
23. K. Kt. takes P.
24. Q. Kt. to Q. B. third
25. R. takes P.
26. Kt. to Q. B. fourth
27. R. to Q. B. third
28. Kt. takes K. B.
29. Kt. to K. seventh (check)
30. R. takes P.
31. P. to Q. R. fourth
32. P. takes B.
33. K. to his B. second
34. R. to Q. seventh
35. K. to his B. third

Black. (Herr FALKBEER.)

1. Q. Kt. to Q. B. third
2. P. to Q. fourth
3. P. to Q. R. third
4. Q. B. to K. B. fourth
5. P. to K. third
6. K. B. to Q. B. fourth
7. K. Kt. to K. B. third
8. P. to Q. fifth (*a*)
9. K. B. to Q. R. second
10. P. takes Q. Kt. P.
11. P. takes K. P.
12. P. takes B.
13. Q. R. to Q. Kt. square
14. Q. to her fourth (*c*)
15. Q. to her B. fifth
16. Kt. to K. fifth (*d*)
17. Q. takes Q.
18. Castles (*e*)
19. Kt. to Q. seventh
20. B. to K. fifth
21. B. to Q. fourth
22. B. takes R.
23. K. B. to Q. Kt. third
24. Q. B. to his fifth
25. Q. B. to Q. R. third
26. Kt. to Q. B. fifth
27. Q. B. to Q. Kt. fourth
28. Kt. takes Kt. (*g*)
29. K. to his R. square
30. Kt. to Q. B. fifth
31. R. to Q. R. square
32. R. takes B. (check)
33. Kt. to Q. third
34. Kt. to K. fifth (check)
35. Kt. to Q. seventh (check)

White. (Mr. BARNES.)*Black.* (Herr FALKBERG.)

36. K. to his second

36. P. to K. R. fourth

37. K. takes Kt.

And wins.

Notes.

(a) The opening is well played by Black, who falls off, however, at a subsequent stage of the game. White's present embarrassment is mainly owing to his neglecting to take sufficient command of the board in the first few moves.

(b) If he had played "Q. to her B. square," perhaps Black's best reply would have been "B. to K. fifth."

(c) Variation :—

15. R. takes R.

14. R. takes B.

16. Q. takes P.

15. P. to K. seventh

17. Kt. takes B.

16. B. takes Q. P. (check)

17. Q. takes Kt. (check)

Winning without difficulty.

(d) Having missed the opportunity pointed out in the last note, Black might here have sacrificed his advanced Pawn at K. seventh, and then have taken the Q. Pawn with his Bishop, checking.

(e) "Q. B. to K. Kt. fifth," arresting the attack of the Knights, would have been sounder and also more effective.

(f) This move, which White ought to have been prevented from making, changes the appearance of the game.

(g) "P. takes Kt." can hardly be as bad as this mode of retaking the piece. We need not comment on the rest of the game, but it may be stated that Black does not make the best defensive moves.

The following game was played at the commencement of 1853 between two of the most skilful amongst our amateurs of the London Chess-Club.

*(Allgaier Gambit.)**White.* (Mr. SLOUS.)*Black.* (Mr. GREENAWAY.)

1. P. to K. fourth

1. P. to K. fourth

2. P. to K. B. fourth

2. P. takes P.

3. K. Kt. to K. B. third

3. P. to K. Kt. fourth

4. P. to K. R. fourth

4. P. to K. Kt. fifth

5. K. Kt. to K. fifth

5. P. to K. R. fourth (a)

6. K. B. to Q. B. fourth

6. K. Kt. to K. R. third

7. P. to Q. fourth

7. P. to Q. third

8. K. Kt. to Q. third

8. P. to K. B. sixth

9. P. takes P. (b)

9. K. B. to K. second

White. (Mr. SLOUS.)

10. Q. B. to K. third (c)
11. K. to Q. second
12. Q. takes P.
13. Q. to K. B. fourth
14. Q. Kt. to Q. B. third
15. K. B. to Q. Kt. third
16. Q. R. to K. B. square
17. P. to Q. R. fourth
18. P. to Q. fifth
19. Q. Kt. to his fifth
20. P. to Q. B. fourth
21. P. to K. fifth
22. P. to K. sixth
23. K. Kt. takes Q. B. P. (d)
24. Kt. to Q. B. seventh (check)
25. Kt. takes R.
26. Q. to K. fifth
27. R. takes K. B. P.
28. R. takes Kt.
29. Q. to K. B. fifth
30. Q. takes R.
31. B. takes P.
32. K. to Q. third

Black. (Mr. GREENAWAY.)

10. K. B. takes P. (check)
11. P. takes P.
12. Q. B. to K. Kt. fifth
13. Q. Kt. to Q. second
14. Q. Kt. to his third
15. P. to Q. B. third
16. K. R. to his second
17. P. to Q. R. fourth
18. P. to Q. B. fourth
19. K. B. to K. second
20. P. to K. B. fourth
21. K. Kt. to K. B. second
22. K. Kt. to his fourth
23. P. takes Kt.
24. K. to his B. square (e)
25. Kt. takes Kt. (f)
26. K. B. to his third
27. Kt. to K. B. sixth (check) (g)
28. B. takes R.
29. B. takes R.
30. Q. to K. second (h)
31. B. to K. Kt. fourth (check)

And wins.

Notes.

(a) The fashionable defence at the present time is "K. Kt. to K. B. third." It demands, notwithstanding, more examination than it has yet received.

(b) This is now thought preferable to Kieseritzki's attack, "P. to K. Kt. third."

(c) "Q. B. to K. B. fourth" leads also to a powerful mode of continuing the attack.

(d) Although White here sacrifices a piece, he obtains by way of compensation two passed Pawns, and subsequently wins "the exchange."

(e) Unfortunately for Black, his Q. R. Pawn has been moved; otherwise he might take off the Knight with his Queen, with the view of playing his Bishop to Q. third afterwards.

(f) Through the position of his King he cannot avail himself of the combinations springing from "Kt. to K. fifth (check)" and "B. to Q. third."

(g) If he had taken the Rook with his Q. B., White could have gained

a fine attack by capturing first the Pawn with Q. B., and then the Q. B. with his Queen.

(k) "Q. to her B. second" and "B. to K. Kt. second" would be answered in the same manner as the move in the text.

THE next games were played lately at Ries' Divan between the Rev. J. OWEN and Mr. BODEN.

(*King's Gambit refused.*)

White. (Rev. J. OWEN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth
5. P. to K. B. fifth
6. P. to Q. third
7. K. P. takes Q. P.
8. Q. B. to K. Kt. fifth
9. Q. to K. second
10. P. takes Q. B. P.
11. Q. Kt. to Q. second
12. Castles on the Q. side (a)
13. P. to K. R. third
14. Q. B. takes Kt.
15. K. B. to Q. Kt. third
16. P. to Q. B. third
17. K. B. to Q. B. second
18. Q. P. takes P.
19. P. takes K. B.
20. Q. Kt. to his square (d)
21. K. to Q. second
22. K. to his square
23. Q. to her second

Black. (Mr. BODEN.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. P. to Q. third
4. Q. to K. second
5. K. Kt. to K. B. third
6. P. to Q. fourth
7. Q. B. takes P.
8. P. to Q. B. third
9. Q. Kt. to Q. second
10. Q. Kt. P. takes P.
11. Castles on the K. side
12. Q. R. to Q. Kt. square
13. P. to K. R. third
14. Q. takes B.
15. K. B. to Q. fifth (b)
16. Q. Kt. to Q. B. fourth (c)
17. P. to K. fifth
18. K. B. takes Q. B. P.
19. Q. takes P.
20. Q. to her Kt. seventh (check)
21. Kt. takes K. P. (check)
22. Kt. to K. Kt. sixth
23. Q. takes K. B. (e)

And wins.

Notes.

(a) White is in the dilemma that he cannot castle at all on the King's side, nor on the Queen's side without danger from the open file at Black's command.

(b) With the view of bringing the Knight also into co-operation.

(c) This attack is excellently managed. Black threatens to win the Queen if White take the Bishop with Pawn.

(d) If he had played "Kt. to Q. Kt. third," Black might have taken off the Knight with his Rook. But if he had played "Kt. to K. B. square," Black could have rejoined with "Kt. to Q. R. fourth," menacing "R. to Q. Kt. eighth (check)," &c.

(e) "One of the Rooks to K. square (check)" would also have been decisive.

Between the same Players.

(King's Bishop's Opening.)

<i>White.</i> (Rev. J. OWEN.)	<i>Black.</i> (Mr. BODEN.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. K. Kt. to K. B. third
3. Q. Kt. to Q. B. third	3. K. B. to Q. B. fourth
4. K. Kt. to K. B. third	4. P. to Q. third
5. Castles	5. Q. B. to K. Kt. fifth
6. P. to K. R. third	6. Q. B. to K. R. fourth
7. P. to Q. third	7. Q. Kt. to Q. B. third
8. Q. B. to K. third	8. Q. Kt. to K. second
9. P. to K. Kt. fourth (a)	9. K. B. takes B.
10. P. takes K. B.	10. B. to K. Kt. third
11. K. Kt. to K. R. fourth	11. P. to Q. B. third
12. Q. to K. B. third	12. Castles (b)
13. K. Kt. takes Q. B.	13. Q. Kt. takes Kt.
14. P. to K. Kt. fifth	14. K. Kt. to K. square
15. B. takes K. B. P. (check)	15. K. to his R. square
16. Q. to K. R. fifth	16. Q. Kt. to K. second
17. K. to his Kt. second (c)	17. Q. to her Kt. third
18. K. B. to Q. Kt. third	18. K. Kt. to Q. B. second
19. K. R. to K. B. third (d)	19. Q. Kt. to K. Kt. third
20. Q. R. to K. B. square	20. R. takes R.
21. R. takes R.	21. Q. takes P.
22. Q. takes P. (check)	22. K. takes Q.
23. R. takes Q.	23. Q. Kt. to K. B. fifth (check)
24. K. to his Kt. third	24. K. to his Kt. third
25. P. to K. R. fourth	25. R. to K. R. square
26. Kt. to K. second (e)	26. R. takes K. R. P.
27. K. takes R.	27. Q. Kt. to K. Kt. seventh (check)
28. K. to his Kt. third	28. Q. Kt. takes R.

White. (Rev. J. OWEN.)

29. K. to his B. third
30. Kt. to K. Kt. third
31. K. to his second
32. P. to Q. R. third
33. K. to Q. second
34. B. to K. Kt. eighth
35. P. takes P.
36. Kt. to K. B. fifth
37. K. to Q. B. square
38. K. to Q. Kt. square
39. K. to Q. R. square (*g*)
40. Kt. takes K. Kt. P. (*h*)

Black. (Mr. BODEN.)

29. Q. Kt. to Q. eighth
30. Q. Kt. takes P. (*f*)
31. P. to Q. R. fourth
32. P. to Q. Kt. fourth
33. P. to Q. R. fifth
34. P. to Q. Kt. fifth
35. P. to Q. fourth
36. P. to Q. R. sixth
37. Q. Kt. to Q. R. fifth
38. Q. Kt. to Q. B. sixth (check)
39. K. takes K. Kt. P.
40. K. Kt. to Q. R. third

And mates in five more moves.

Notes.

(*a*) If he had taken the King's Bishop, Black would have played "Q. B. takes Kt.," before retaking the Bishop.

(*b*) A very perilous move, which places Black in great difficulties subsequently.

(*c*) White loses time here, and enables his ingenious opponent to extricate himself by degrees from his thralldom, and to take up the offensive.

(*d*) The sequel seems to show that "Q. to K. second" would have been safer.

(*e*) "R. to K. B. third" appears to be a much better move.

(*f*) This Knight's confinement is only in appearance.

(*g*) All these moves of the King are compulsory.

(*h*) "Kt. to K. seventh" would have been much stronger.

CONSULTATION CHESS.

A GAME played at Herr KLING's Chess-rooms, Messrs. F. and P. HEALEY consulting against Herr KLING.

*(Philidor's Defence to the K. Kt. Opening.)**White.* (The ALLIES.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to K. R. third

Black. (Herr KLING.)

1. P. to K. fourth
2. P. to Q. third
3. K. B. to K. second
4. P. to K. B. fourth

White. (The ALLIES.)

5. P. to Q. fourth
6. K. Kt. takes P.
7. Q. to K. R. fifth (check)
8. Q. takes K. P. (a)
9. Q. B. to K. Kt. fifth
10. Q. B. takes Kt.
11. Q. takes Q. B. P.
12. Q. Kt. to Q. B. third
13. B. to Q. fifth
14. B. takes K. P.
15. Castles
16. Q. to her R. fifth
17. Q. to K. Kt. fifth
18. Q. to K. seventh
19. Q. R. to Q. square
20. Kt. to Q. fifth
21. Kt. takes Q. (check)
22. Q. R. to Q. fourth (d)
23. P. to Q. R. third
24. K. R. to Q. square
25. Kt. takes P.
26. P. takes Kt.
27. Q. R. takes P.
28. K. R. to Q. fifth
29. B. to Q. third
30. K. R. takes B.
31. P. to K. Kt. third
32. K. to his Kt. second
33. R. to Q. seventh (check)
34. Q. R. to K. R. fourth
35. K. R. to Q. eighth (check)
36. R. takes R. (check)
37. R. to Q. Kt. fourth
38. R. takes P.
39. P. to Q. Kt. fourth
40. P. to Q. Kt. fifth
41. R. to Q. Kt. seventh (check)
42. R. to K. B. seventh
43. P. to K. Kt. fourth
44. P. to K. R. fourth

Black. (Herr KLIKO.)

5. P. takes K. P.
6. P. takes Kt.
7. P. to K. Kt. third
8. K. Kt. to K. B. third
9. Q. to her third (b)
10. Q. takes Q. B.
11. Q. Kt. to Q. B. third
12. Q. takes Q. P.
13. Kt. to Q. Kt. fifth
14. Castles
15. K. B. to Q. third
16. P. to Q. Kt. third (c)
17. K. B. to his fifth
18. Q. R. to Q. Kt. square
19. Q. to her B. fourth
20. Q. takes Q.
21. K. to his Kt. second
22. P. to Q. R. fourth
23. Q. B. to Q. R. third (e)
24. K. R. to K. B. second
25. P. takes Kt.
26. P. takes P.
27. Q. B. to K. seventh
28. K. R. to K. B. third
29. B. takes B.
30. Q. R. to K. square
31. Q. R. to K. eighth (check)
32. B. to Q. B. eighth
33. K. to his Kt. square
34. R. to K. seventh
35. K. R. to K. B. square
36. K. takes R.
37. R. takes Q. B. P.
38. K. to his Kt. second
39. R. to Q. Kt. seventh
40. B. to K. sixth
41. K. to his R. third (f)
42. B. to Q. Kt. third
43. R. takes Q. Kt. P.
44. R. to Q. Kt. seventh (g)

White. (The ALLIES.)

45. P. to K. Kt. fifth (check)

46. K. to his R. third

Black. (Herr KLING.)

45. K. to his R. fourth

And Black gives up the game.

Notes.

(a) The opening is novel, but somewhat too hazardous.

(b) He might also have played "Q. Kt. to Q. B. third," and, if the White rejoined with "B. to Q. Kt. fifth," have castled on the King's side.

(c) "K. B. to K. Kt. sixth" leads to positions of greater difficulty but also of greater efficiency.

(d) This is a move that requires a careful answer.

(e) He could not bring his Knight back to Q. R. third on account of

24. Kt. takes B.

25. B. to Q. third, &c.

23. Kt. to Q. R. third

24. K. R. takes Kt.

Perhaps his best course was to play "B. to K. fourth" at the present move.

(f) "K. to his B. third" seems to be a better move.

(g) "P. to K. Kt. fourth" was the correct move, and must have equalized the game. After the move made Black has no resource.

TOURNAMENT IN THE McDONNELL CHESS-CLUB.

THE McDonnell Chess-Club held a Tournament at the commencement of the year. The original entries were Herren FALKBEER, HORWITZ, and SZABO; Messrs. BARNES, BRIEN, CRAWSHAY, GREEN, JANSSENS, KENNY, MARETT, WINN, and ZYTOGORSKI. Three of these, however—Messrs. BRIEN and MARETT and Herr HORWITZ—withdrawed before the commencement of the contest, either through illness or through more important engagements. Their places were filled up in two cases by the post-entry of Messrs. BLOUNDELL and MÜLLER, and in the third by the reinsertion of one of the names withdrawn. The combatants were paired off for the first round in the ensuing manner:—Mr. BARNES against Mr. BLOUNDELL, Mr. BRIEN against Mr. GREEN, Mr. CRAWSHAY against Mr. KENNY, Herr FALKBEER against Mr. JANSSENS, Mr. MÜLLER against Mr. ZYTOGORSKI, and Colonel SZABO against Mr. WINN. The first five matches gave the following score:—Ba. 4, Bl. 0; Br. 4, G. 3, Equal 6; K. 4, C. 1; F. 4, J. 0; and Z. 4, M. 1, Equal 1. The sixth match was not played out; Colonel SZABO won 3 games, his opponent 1 game; Mr. WINN then gave up the match to his opponent. In the second round the winners were paired; Mr. BARNES against Mr. KENNY, Mr. BRIEN against Herr FALKBEER, and Colonel SZABO against Mr. ZYTOGORSKI. Only one of these matches was played. In the first Mr. BARNES scored 4 games, his anta-

gonist 0, and 1 game was equal; in the second, Herr FALKBEER walked over, his opponent withdrawing from the contest; the third gave 2 games to each of the players, when Colonel SZABO received a second resignation, Mr. ZYTOGORSKI, who had entered the Tournament originally with the provision that he could not perhaps await its result, retiring in favour of the gallant Hungarian amateur. The Tournament was now left to the winners of the three prizes, Mr. BARNES, Herr FALKBEER, and Colonel SZABO. It had been arranged that each of the three winners, in order to decide the question of priority as regarded the prizes, should play ten games, exclusively of equal games, five with each of his opponents. This arrangement ended in the result that there was a dead heat between all three, Colonel SZABO winning three out of five games of Mr. BARNES, and losing three out of five games (one equal game not counting) to Herr FALKBEER; the last-named losing three out of five to Mr. BARNES. Colonel SZABO, being obliged to leave London, was unable, unfortunately, to take part in the decision of the dead heat. It was therefore determined that Mr. BARNES and Herr FALKBEER should play one game, the winner to take the first prize, the loser to divide the second and third prizes with Colonel SZABO. Herr FALKBEER won this final game, and gained, consequently, the first place, Mr. BARNES and Colonel SZABO dividing between them the second and third places. With this result came to an end a Tournament which would certainly have been more interesting if there had not been so extensive a scratching of names at the last moment. Such a circumstance, however, is always to be expected when several persons take part in a contest, and especially when their number is mainly composed of *bonâ fide* amateurs, who, however great their enthusiasm, are not so likely to give a great deal of time to a series of matches as are professional players, although perhaps they more than equal the others in their attention to one set match.

PROCEEDINGS OF THE LANCASHIRE CHESS-CLUBS.

In the latter portion of February the Liverpool and Manchester Chess-Clubs played another match at Liverpool. Upon this interesting occasion each Club was represented by five champions. We append the score, which is in favour of the Manchester Chess-Club:—

Manchester.		Liverpool.	
Mr. DUVAL,	1	against Mr. SPARKE,	0
Mr. KIPPING,	2	„ Mr. SOUL,	0
Mr. CLULEY,	1	„ Mr. SINCLAIR,	1
Mr. COHEN,	2	„ Mr. JONES,	0
Mr. PINDER,	3	„ Mr. SMITH,	0
Total,		Total,	
9		1	

These two Clubs are about to play a consultation match by electric telegraph. As Friday, the 28th of March, was named for the contest, it may

have taken place before the appearance of this number. The Manchester Chess-Club has recently lost one of its best players, the Rev. J. OWEN, but has received the valuable accession of Mr. PINDER. During his residence at Manchester Mr. OWEN played three matches, and commenced a fourth match, with Mr. KIPPING, the Hon. Sec. of the Club. The scores are most curiously reversed in these contests. First match—O. 11, K. 6. Second match—K. 11, O. 4. Third match—O. 11, K. 7. Fourth match, unfinished—K. 6, O. 3. The Manchester Chess-Club, thanks to its active Secretary, contains at present more members than any other Club in the United Kingdom.

MISCELLANEOUS.

SOME of the Provincial Chess-Clubs have been active this season. Liverpool held its annual dinner towards the end of February; Reading at the commencement of March. Cambridge has established an annual tournament, open to all resident members of the University; Richmond has held one, the victor being Mr. HARRIS, the Hon. Sec. of the Club; so also has the Stamford Institution, Mr. J. BIRD gaining the first honours. The Manchester Chess-Club will have a handicap tournament immediately.

IN London some matches have been played at the M'DONNELL Chess-Club, the hero of them having been Mr. JANSSENS. In another match with Mr. KENNY, Mr. JANSSENS scored 7 games, Mr. KENNY 2, and 1 game was equal. In a second match between Messrs. JANSSENS and GREEN, the score was—J. 5, G. 1, Equal 1. The third match between the same players promised a better contest, but Mr. GREEN's engagements compelled him to resign it, when the score stood—J. 4, G. 2, Equal 3.

AT Herr KLING's Chess-Rooms, No. 454, New Oxford Street, the winners of the three prizes proposed in the tournament referred to in our last number were Messrs. BAINES, BLOUNDELL, and SISSON. These gentlemen did not play out their matches, but divided the prizes. Another tournament is pending on a novel principle, which our readers will best ascertain for themselves by a visit to the clever but eccentric German's seat of Chess-play.

THE St. George's Chess-Club continues in its old house, its rooms however being changed. Herr LÖWENTHAL is still engaged as its Secretary. Some consultation games in which this distinguished player, together with three skilful members of the Club, Messrs. BARNES, OWEN, and STAUNTON, have taken part, have lately been contested. These games will be found in the *Illustrated London News*, and with additional notes in the *Era*. The *Era* has set on foot a problem tournament, open to all composers in the world. There are to be two prizes, one admission free; the second open only to those who pay a trifling subscription for en-

trance. *Bell's Life in London* has been publishing lately some interesting games by Herr ANDERSEN, the Prussian master, who so fairly and gallantly won the Championship of Chess in 1851. The *Era* is republishing, with critical notes, the celebrated games between M'DONNELL and DE LA BOURDONNAIS.

THE March Number of *La Régence* gives us some interesting intelligence respecting Chess in France. A match has been played recently between M. DE RIVIÈRE and Mr. SCHULTEN, known as an ornament of the American Chess circles. The score gave 7 games to M. DE RIVIÈRE, and 1 game to his opponent. In a match played last year, Mr. SCHULTEN scored 7 games, and M. DE RIVIÈRE 5. A tournament lately held in Paris, ended in the first prize being awarded to M. CLERC, and the second to Signor TASSINARI. The entries were numerous, and included several good players.

THE Northern and Midland Counties' Chess Association is busy at its work for 1856. The Clubs of Birmingham, Coventry, Leamington, Manchester, and Worcester are arranging matches. There are also some names already entered for the one game tournament. Amateurs and Clubs should communicate at once with the Hon. Sec., JAS. FREEMAN, Esq., 30, Spring Street, Birmingham, whose services, like those of Mr. TEMPLE last year, are invaluable to the good cause. The next meeting ought to be attended by all who desire the formation of a permanent Chess Association.

CHESS AT THE LEAMINGTON MEETING.

UNDER the above head we presented our readers in 1855 with some of the games which were played at the last anniversary of the Northern and Midland Counties' Chess Association. Our limited space has hitherto prevented a recurrence to the subject. From our wish, however, to notice from time to time the gradual diffusion of Chess through every part of the United Kingdom, we print in our present number two more games that were played at that well-conducted meeting. The games which we have selected were contested between the Chess-Clubs of Birmingham and Worcester. Another game between the same Clubs, which was played subsequently to the meeting, we believe, was given last year in the columns of our contemporary the *Era*.

(*Evans' Gambit refused.*)

White. (BIRMINGHAM.)	Black. (WORCESTER.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third

White. (BIRMINGHAM.)

3. K. B. to Q. B. fourth
4. Castles (*a*)
5. P. to Q. Kt. fourth
6. P. to Q. R. fourth
7. P. to Q. B. third
8. Q. to her Kt. third
9. Q. takes B.
10. P. to Q. R. fifth
11. P. to Q. fourth
12. B. to K. Kt. fifth (*b*)
13. P. takes P.
14. B. takes Kt.
15. B. takes Q.
16. P. to Q. fifth
17. Q. R. to his fourth
18. Q. Kt. to Q. B. third
19. P. takes P. in passing
20. K. R. to Q. Kt. square
21. Q. Kt. to his fifth
22. K. Kt. to Q. fourth
23. K. Kt. to K. sixth
24. K. to his R. square
25. Kt. takes K. R.
26. Kt. to K. sixth
27. Kt. to K. B. fourth
28. Kt. to K. second
29. Q. R. to his square
30. Kt. to K. Kt. square

Black. (WORCESTER.)

3. K. B. to Q. B. fourth
4. P. to Q. third
5. K. B. to Q. Kt. third
6. P. to Q. R. third
7. Q. B. to K. third
8. B. takes B.
9. K. Kt. to K. B. third
10. K. B. to Q. R. second
11. Castles
12. P. takes P.
13. P. to Q. fourth (*c*)
14. P. takes Q.
15. Q. R. takes B.
16. Kt. takes Q. Kt. P.
17. B. to Q. B. fourth
18. P. to Q. Kt. fourth
19. P. takes P.
20. P. to Q. R. fourth
21. P. to K. B. fourth
22. P. takes P.
23. B. takes P. (check)
24. Q. R. takes P.
25. R. takes Q. Kt.
26. R. to K. fourth
27. P. to K. sixth
28. R. to Q. fourth
29. R. to Q. seventh
30. Kt. to Q. B. seventh

And wins.

Notes.

(*a*) This, the old-fashioned mode of forming the Evans' Gambit, has the important advantage of gaining valuable time against the modern evasion of the opening springing from "P. to Q. fourth."

(*b*) "P. to Q. fifth" seems to be preferable.

(*c*) The merit of this move becomes clearer four or five moves later. We suspect that Black must obtain some benefit from it, however White may ward it off.

Between the same Clubs.

*(Sicilian Opening.)**White. (WORCESTER.)*

1. P. to K. fourth
2. P. to Q. fourth
3. Q. takes P. (a)
4. Q. to her square
5. K. B. to Q. B. fourth
6. Q. B. to K. Kt. fifth
7. Q. B. to Q. second
8. Q. Kt. to Q. B. third
9. K. Kt. to K. R. third (b)
10. Q. Kt. to Q. R. fourth
11. K. Kt. to his fifth
12. P. to K. R. fourth
13. Q. to K. second
14. Q. Kt. takes B.
15. P. to Q. R. fourth
16. P. to Q. R. fifth
17. Q. to her third
18. K. B. to Q. fifth
19. P. to Q. B. fourth
20. Q. B. P. takes K. Kt. (d)
21. Q. to her B. third
22. B. to K. third
23. P. to K. B. third
24. B. to K. B. second
25. K. to Q. second
26. Kt. to K. R. third
27. K. R. to K. square
28. Q. R. to his third
29. P. takes P.
30. P. to K. Kt. fourth
31. B. takes Kt. (f)
32. Q. to K. Kt. third
33. P. to Q. Kt. fourth
34. K. B. to Q. Kt. square
35. Q. to her Kt. third (g)
36. Q. takes R.

Black. (BIRMINGHAM.)

1. P. to Q. B. fourth
2. P. takes P.
3. Q. Kt. to Q. B. third
4. P. to K. fourth
5. K. Kt. to K. B. third
6. Q. to her R. fourth (check)
7. Q. to her Kt. third
8. K. B. to Q. B. fourth
9. P. to Q. third
10. Q. to her B. second
11. Castles
12. Q. Kt. to K. second (c)
13. P. to Q. R. third
14. P. takes Kt.
15. B. to Q. second
16. Q. Kt. to Q. B. third
17. Q. R. to Q. square
18. Q. Kt. to Q. fifth
19. K. Kt. takes B.
20. B. to Q. Kt. fourth
21. R. to Q. second
22. K. R. to K. square
23. Q. to her square
24. Q. to K. second
25. P. to K. R. third
26. P. to K. B. fourth
27. Q. to K. B. third
28. P. takes P.
29. Q. R. to Q. square
30. K. R. to K. B. square (e)
31. Q. B. P. takes Kt.
32. Q. R. to Q. B. square
33. Q. to K. second
34. Q. to her B. second
35. K. R. to K. B. sixth
36. Q. to her B. seventh (check)

<i>White.</i> (WORCESTER.)	<i>Black.</i> (BIRMINGHAM.)
37. K. to his square	37. Q. takes K. R. (check)
38. K. to his B. second	38. R. to K. B. square
And wins.	

Notes.

(a) The reader will find in other numbers of our Magazine some specimens of the fine attack now to be obtained by "K. Kt. to K. B. third."

(b) This is not one of the positions in which the Queen's Knight can be moved at once to Q. R. fourth square.

(c) Threatening to win at least a Pawn by "B. takes K. B. P. (check)."

(d) If White had captured the Knight with the King's Pawn, Black could have rejoined with "B. to K. B. fourth," or, better still, with "P. to K. R. third."

(e) Apparently the best mode of taking advantage of White's previous move.

(f) After this exchange of pieces, White must have a hopeless game, Black remaining master of two open files, besides retaining the best position otherwise.

(g) No resource remains, the Black Queen threatening to occupy any square she may choose on the Q. B. file.

MR. WILLIAMS AS A CHESS-PLAYER.

THE games of M'DONNELL and DE LA BOURDONNAIS excited more than a passing interest in the Chess circles of England. Indeed, for a time they so much affected our national prejudices that we began to consider all Chess bound up with the play of England and France. We recounted the names of LE GALLE PHILIDOR and DES CHAPELLES with becoming reverence; we bowed to the authority of SARRATT and LEWIS; but, not to speak of Russia, Italy, and Austria, in a marvellous manner we overlooked the rising genius of the great Prussian schools of Chess, and the transcendent ability of the illustrious MENDHEIM. As for POPERT, we reckoned him an Englishman. A victory over French players was therefore the one thing desired; if *they* were overcome, we imagined ourselves masters of the whole Chess world. This enthusiasm, although it created a prejudice which it has been difficult to eradicate; although it laid us open to such deception as those who love the trade of dexterous tricks and puffing devices would be sure to avail themselves of—was not without its advantages. It was the main cause of the rise of the Clubs in this country. One of the most remarkable amongst these Societies was the Bristol Chess-Club. Not only did this Club spring into manhood almost at its birth—for within three weeks after its formation it mustered more than sixty members—but it continued for some time to produce a series of able players. Few provincial Clubs could boast of the skill of such as Mr. WILLIAMS, Mr. WITHERS, Mr. HENDERSON, Mr. JUSTICE, and of that zealous amateur who was destined subsequently to found the best Chess Society that the Provinces have yet seen, Mr. KIPPING. Mr. WILLIAMS was the President

of this flourishing Chess-Club. It was under his auspices that it fairly challenged competition with the Clubs of Edinburgh, Leeds, Liverpool, and Nottingham, and even with the parent Society of the Metropolis. After some years he quitted Bristol, and became a London player. His games which had been printed previously had been perused with so much interest, that public expectation placed him in the highest rank amongst our English Chess-players. This expectation the catalogue of his matches will prove that he realised. His style, like that of most good English players, was laborious rather than quick, solid rather than imaginative. The evidence, however, of those who witnessed several of his matches, is to the effect that, although there might be an exceptional case, he was on the whole not so very slow. If he had any defect in play, it was not over-caution, but a striving for some small advantage, which could hardly be gained without danger. He played, in short, more for little permutations of force and position than in the spirit of high art, although he did not neglect greater things when they came in his way. No one held to an advantage more firmly than he did, nothing generally was better than the unflinching courage and perseverance which he displayed under difficulties. He gave odds, especially the Pawn and move, and the Pawn and 2 moves, with considerable patience and resource. His play altogether was of that character that we feel bound to give as complete a catalogue as we can bring together of the several matches which this skillful Chess-player contested. We may observe, at the same time, that one of the improvements which we have endeavoured to introduce into the Chess press, is the publication of scores in matches, as exactly as they can be obtained. In former times Chess scoring was very loose and inaccurate, and it is the part of every one who regards either his own character for honesty or the dignity of the art, to remedy this evil. In the catalogue of the matches played by Mr. WILLIAMS, we shall omit all notice of his Bristol career, with the exception of the well-played match by correspondence which he, in conjunction with Mr. HENDERSON, conducted on behalf of Bristol against Mr. STAUNTON. Two games were played, one being equal, and the other won by Mr. STAUNTON. In 1844 we find Mr. WILLIAMS engaged in a match with Mr. MONGREDIEN, then President of the Liverpool Chess-Club. The score in this match was never published, so far as we are aware, but seven games found their way into print, three won by each player and one equal game. In the same year Mr. WILLIAMS's play is thus spoken of by a well-known Chess writer:—"We must respectfully congratulate Mr. WILLIAMS on the rapid advance he has made towards the 'highest form.' His play shows a vigour and exactness of calculation now not to be surpassed, except, it may be, by the two or three acknowledged best public players of the day in England and France. The Bristol Chess-Club may well be proud of two such players as Mr. WILLIAMS and Mr. WITHERS." There is nothing to object to in this criticism, save that the German players are completely ignored by it. *Quos Deus perdere vult, prius dementat.* In 1846 Mr. WILLIAMS won a match of Captain KENNEDY, the score giving 4 games to Mr. WILLIAMS, and 2 to his opponent. The Captain, however, had his revenge, for, in a series of games, afterwards played "at an increased stake on the result of each *partie*," (we quote from the *Chess-Players' Chronicle* of 1846) he appears to have won 4 games out of 9, Mr. WILLIAMS gaining 3, and 2 being equal. In the same year, Mr. WILLIAMS had worse fortune with Herr HARBWITZ, in one of the many matches promoted by the London Chess-Club, the German, who began to let the world know what Prussian play was, although he was but a young disciple of the school, scoring 3 games, Mr. WILLIAMS none, 2 games being equal. Four games ought to have given the victory, but Mr. WILLIAMS, having already lost 3, resigned

the match. In 1848, Mr. WILLIAMS was matched to play 4 games on even terms, and 4 giving Pawn and move, against Mr. C. F. SMITH. The score of this match never appeared, but 1 even game won by Mr. SMITH was printed; perhaps, therefore, the match never came to an issue. In 1849, in a tournament at Ries' Divan, Mr. WILLIAMS played in 2 rounds. In one he defeated Mr. FLOWER, winning 2 games and losing none; in the second, Mr. BUCKLE won of him in exactly the same proportion as he did of Mr. FLOWER. In the same year he gave the Pawn and move with success to Mr. KENNY. Mr. WILLIAMS won 11 games, Mr. KENNY 9, and 5 were equal. In 1850, he met his old opponent, Mr. BUCKLE, in an unfinished match. Mr. WILLIAMS on this occasion scored 3 games, Mr. BUCKLE 1, but this match never came to a termination. In the same year, Mr. WILLIAMS gave odds to younger players. Out of 2 matches at the Pawn and 2 moves with Mr. BRIEN, he lost the first, his opponent scoring 4 games against 2, and won the second, gaining 4 games against 3. In a match in which he gave the Knight to the Rev. J. H. SWEET, he also won the odd game, scoring 11 against 10 games. The next year, 1851, saw Mr. WILLIAMS unusually active. In the first round of the great tournament, he was pitted against Herr LÖWENTHAL, and won 2 games, the celebrated Hungarian scoring 1 game. In the second round, Mr. WILLIAMS defeated Mr. JAMES MUCKLOW, the winner scoring 4 games, the loser none. In the third round he contended against Mr. WYVILL, M.P. The result was that Mr. WILLIAMS won the first 3, and lost the next 4 games, this performance of Mr. WYVILL being the best sporting event of the tournament. In the fourth round, Mr. WILLIAMS had also an arduous task to perform, but fortune favoured him this time. In his encounter with Mr. STAUNTON, he scored 4 games, his opponent 3, and 1 game was equal. In his match with Mr. WYVILL, Mr. WILLIAMS had led at one time by 3 games, and ultimately lost; in the match with Mr. STAUNTON, he stood 1 game against 3, and won. An instance this, that, where the play is nearly even, fortune is variable! Justice to Mr. WILLIAMS, who is dead, requires us to make a very brief comment on a statement then published, by which Mr. WILLIAMS's victory was assigned to the ill-health of his opponent, Mr. WILLIAMS, it being said, having been accustomed previously to take the Pawn and 2 moves. Now, upon this, as we do not intend to re-open a controversy, we shall only observe that the time at which this match was played was in 1851, and that the latest time, if we may judge from printed games, the surest test in this case, at which Mr. WILLIAMS took the Pawn and 2 moves, appears to be 1845, a period of exactly six years previously. Of course we say nothing on the subject of health, as all of us are more or less liable to that being impaired, though some make fewer complaints than others, but only give the score of the match, which, it is fair to add, was afterwards reversed. In a match, subsequently to the tournament, Herr LÖWENTHAL defeated Mr. WILLIAMS, the Hungarian scoring 7 games, the English player 5, and 4 games being equal. A more interesting match ensued, Mr. STAUNTON having to give Mr. WILLIAMS 3 games, in a contest in which the first 7 games were to decide the victory. Mr. STAUNTON reached 6 games in his score, but the odds proved too heavy, Mr. WILLIAMS gaining 4 games besides the 3 given. We shall not enter upon the disputed question, whether in this particular instance either player or both players were unusually tedious, but content ourselves with remarking that the dispute itself proved that all matches should be played publicly, not privately. Towards the end of the same year and the commencement of the next, Mr. WILLIAMS was fortunate to win 4 games in a match with Mr. MEDLEY, and also 4 in another with Mr. MONGREDIEN, without any score on the side of his opponents. In 1852 he was matched against Herr HORWITZ. Mr. WILLIAMS

won 5 games, Herr HORWITZ 3, and 9 games were equal. In reference to this match, it was stated afterwards in the *Chess-Player*, a little periodical edited at that time by Herren KLING and HORWITZ, that none of the games exceeded five hours, and that most of them lasted but two. So no one seems to have thought Mr. WILLIAMS too slow in this match. At the end of the same year, and in the next, he had to encounter an old, and, as the result proved, more formidable, antagonist, Herr HARRWITZ. In one match Herr HARRWITZ won 7 games, Mr. WILLIAMS not scoring. In another, all the games being open, the Prussia scored 7, and Mr. WILLIAMS 2, there being in both matches equal or no games. After this time Mr. WILLIAMS seems to have played Chess quietly up to his death, the last match of which we have any account being one in which he gave the Pawn and move to Mr. GREEN, in 1854, the veteran pulling through by the odd game. The Chess-writings of Mr. WILLIAMS are not very numerous. He edited, however, *The Souvenir of the Bristol Chess-Club*, the *Hore Divaniana*, and was the chief contributor to, and manager of, the Chess articles which were given in *The Historic Times* and *The Field* newspapers, besides being the writer of other minor pieces of Chess literature. As an analyst, he aided greatly the development of the theory of the Cochrane Gambit, and Lewis's Counter Gambit in the King's Bishop's opening. When these services to Chess are fully considered, when his establishment of a Club so powerful and excellent as that of Bristol is remembered, when his well-fought matches with Messrs. BUCKLE, STAUNTON, and WYVILL, and with Herren HORWITZ and LÖWENTHAL, to omit mention of his other victories, are examined with due attention, a discerning posterity will not do wrong if it rate few English players more highly than the late ELIJAH WILLIAMS.

E.

SOLUTIONS TO PROBLEMS.

No. 7. Page 95.

White.

1. Q. to K. B. seventh
2. R. takes B. (check)
3. B. to K. Kt. seventh (check)
4. Q. to K. Kt. eighth (check)
5. Kt. mates

Black.

1. Q. to K. third (best) (a)
2. Kt. takes R.
3. Kt. or B. takes B.
4. Q. takes Q.

(a) "R. takes Kt.," "B. takes R.," and "Kt. to K. B. third," are of no avail.

No. 8. Page 95.

White.

1. B. to Q. B. third
2. B. to Q. R. fifth (check)
3. B. to Q. eighth
4. B. to K. R. fourth
5. B. to K. Kt. fifth
6. B. to K. third (check)
7. B. to Q. fourth

Black.

1. K. to Q. Kt. third
2. K. to Q. Kt. fourth
3. K. to Q. B. fourth
4. K. to Q. Kt. fourth
5. K. to Q. B. fourth
6. K. to Q. Kt. fourth, or to Q. fourth

And wins.

CHESS IN FRANCE.

In our last number we announced that a Tournament had been played in Paris, M. CLERC gaining the first prize, Signor TASSINARI the second. We now reprint from our contemporary *La Régence* the deciding game of this spirited contest. Twenty-four players took part in it, the twenty-two behind the winners being M. MARTIN (third), MM. ACLOQUE, ARNOUS DE RIVIÈRE, BORNEMANN, BUDZINSKI, CERP, COULLIER, DE BECHENNO, DESJARDINS, FRITZ, HÉBERT, LAFITTE, LANÔE, E. LEFRANC, LEQUEUNE, LESSEURE, LUSTRO-LÉVI, MERCIER, MONTIGNY, PASQUIER, PICK, and PRETI.

*(French Game.)**White.* (M. CLERC.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. takes P.
4. K. B. to Q. third
5. K. Kt. to K. B. third
6. Castles
7. Q. B. to K. Kt. fifth
8. Q. Kt. to Q. B. third
9. Q. Kt. to his fifth
10. K. Kt. to K. fifth
11. K. Kt. takes Kt.
12. Kt. to Q. B. third
13. P. to K. B. fourth
14. B. takes B.
15. Q. to her B. square (a)
16. P. to K. R. third
17. P. to Q. R. third
18. Q. to K. third
19. B. takes Kt.
20. Kt. takes P. (b)
21. P. to Q. Kt. fourth
22. Q. takes P.
23. P. to Q. B. fourth
24. Q. R. to Q. square
25. Kt. to K. B. sixth (check)
26. Q. takes Q.
27. R. takes R.
28. R. takes R.

Black. (Signor TASSINARI.)

1. P. to K. third
2. P. to Q. fourth
3. P. takes P.
4. K. B. to Q. third
5. K. Kt. to K. B. third
6. Castles
7. Q. Kt. to Q. B. third
8. Q. B. to K. third
9. K. B. to K. second
10. P. to Q. R. third
11. Q. Kt. P. takes Kt.
12. Q. to her third
13. Kt. to K. Kt. fifth
14. Q. takes B.
15. P. to K. B. fourth
16. Kt. to K. B. third
17. Kt. to K. fifth
18. P. to Q. B. fourth
19. P. takes P.
20. Q. to her B. fourth
21. Q. to her third
22. P. takes B.
23. Q. R. to Q. square
24. P. to Q. B. third (c)
25. K. R. takes Kt.
26. Q. R. takes Q.
27. B. takes Q. B. P.
28. P. takes R.

White. (M. CLERC.)
 29. R. to Q. B. square
 30. K. to his B. second
 31. K. to his third
 32. P. to K. Kt. fourth

Black. (Signor TASSINARI.)
 29. B. to Q. Kt. fourth
 30. K. to his B. second
 31. P. to K. B. fourth

And wins.

Notes.

(a) It seems that White could not have advanced his Pawn to K. B. fifth without danger.

15. P. to K. B. fifth
 16. P. to K. R. third
 17. Q. to K. square

15. Q. to K. R. fifth
 16. Kt. to K. sixth
 17. Q. takes Q.

This appears better than "Q. takes Q. P."

18. Q. R. takes Q.
 If "K. R. takes Q.," "Kt. takes K. B. P."

18. Kt. takes K. R.

19. P. takes B.

19. Kt. to K. Kt. sixth

And will escape, having won the exchange.

(b) A good move both in conception and in execution.

(c) It would have been better to have preserved "the exchange," and not to have recovered the Pawn.

CHess IN GERMANY.

THE following beautiful specimens of the Cochrane Gambit have not been given previously through the medium of the English press. They are extracted from our valuable contemporary, the *Berliner Schachzeitung*, having been printed in that Magazine so far back as the year 1848. They were played in 1841-1842.

(Cochrane Gambit.)

White. (Herr HANSTEIN.)
 1. P. to K. fourth
 2. P. to K. B. fourth
 3. K. Kt. to K. B. third
 4. K. B. to Q. B. fourth
 5. K. Kt. to K. fifth
 6. K. to his B. square
 7. P. takes P. (c)
 8. K. B. takes P.
 9. K. B. takes K. B. P. (check)

Black. (Herr V. H. D. LASA.)
 1. P. to K. fourth
 2. P. takes P.
 3. P. to K. Kt. fourth
 4. P. to K. Kt. fifth (a)
 5. Q. to K. B. fifth (check)
 6. P. to K. B. sixth (b)
 7. P. to Q. fourth (d)
 8. K. Kt. to K. B. third
 9. K. to his second

White. (Herr HANSTEIN.)

10. P. to Q. fourth
11. K. B. to Q. B. fourth
12. K. to his second
13. Q. Kt. to Q. B. third (*f*)
14. K. R. P. takes P.
15. K. R. to K. Kt. square
16. P. takes Q.
17. Q. B. to K. Kt. fifth (check) (*h*)
18. Q. R. takes Kt. (check)

Black. (Herr V. II. D. LASA.)

10. Q. Kt. to Q. B. third
11. P. to K. Kt. sixth (*e*)
12. K. Kt. takes P.
13. K. Kt. to K. B. seventh
14. Q. takes K. Kt. P. (*g*)
15. Q. takes Kt. (check)
16. Kt. takes Q.
17. K. to Q. second

And wins.

Notes.

(*a*) If the Muzio Gambit, when originally discovered, deserved the name of a bright invention, it must be owned that it has led to the partial abandonment of this line of defence to the King's Gambit. Hence those brilliant *débuts* which bear the names of Salvio and Cochrane are but little in use, on account of the opportunity afforded to the first player of obtaining the Muzio attack. In this, however, as in every other department of Chess, the great Prussian Masters have set us the example of freedom from mannerism.

(*b*) This move, prior to the sally of the King's Knight, is the distinguishing feature of the Cochrane Gambit. It occurs also at a later stage in one of the leading variations of the Salvio Gambit, the affinity between these two defences to the King's Gambit being very close. We recommend the student to peruse attentively the chapters of any English manual which treats of these openings. The works of Mr. Lewis, Mr. Walker's "Art of Chess-play" (1846), and Mr. Staunton's "Handbook," will equally serve his purpose.

(*c*) "P. to Q. fourth" is the move given by the modern theorists. The results of "Kt. takes K. B. P.," "B. takes K. B. P. (check)," and "P. to K. Kt. third," all which moves have been employed in this opening, may be traced in the pages of the volumes mentioned in our last note.

(*d*) "K. Kt. to K. B. third" is theoretically more correct. The manuals already alluded to give an elaborate notice of its merits. The move in the text liberates at once the Queen's Bishop.

(*e*) The *Berliner Schachzeitung* remarks:—"Perhaps 'P. takes P.' would have been still stronger. In that case 'K. Kt. takes P. at K. B. third' must have followed."

(*f*) Clearly the King's Knight cannot be captured without loss.

(*g*) A note of our contemporary here says:—"If 'Q. takes R.,' 'Q. Kt. to Q. fifth (check)' would have been the rejoinder."

(*h*) This move, having been in reserve, always gave White hidden resource throughout this brief but clever game.

Between the same Players.

*(Cochrane Gambit.)**White.* (Herr HANSTEIN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth
5. K. Kt. to K. fifth
6. K. to his B. square
7. P. to Q. fourth
8. P. to K. Kt. third (*b*)
9. K. to his B. second
10. K. to his third
11. Q. Kt. to Q. B. third
12. K. to Q. third
13. Q. Kt. takes P.
14. B. takes Q. P.
15. Q. Kt. to K. B. sixth (check)
16. Q. Kt. takes Q. P. (check)
17. Q. Kt. to K. B. fourth
18. K. to Q. B. third
19. K. Kt. to Q. B. fourth (check)
20. B. to K. third
21. Q. takes Q.
22. K. takes B.
23. Q. R. to Q. square
24. Q. Kt. to K. R. fifth (*f*)
25. K. to Q. Kt. square
26. B. to K. Kt. fifth (check)
27. P. to Q. fifth
28. B. to K. B. sixth
29. P. takes Kt.
30. P. takes Q. Kt. P.
31. Q. R. to Q. seventh
32. B. to K. fifth
33. Kt. takes B.
34. R. takes R.
35. P. to K. R. third (*h*)
36. R. takes P. (check)

Black. (Herr V. H. D. LISA.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. Q. to K. R. fifth (check)
6. P. to K. B. sixth
7. K. Kt. to K. R. third (*a*)
8. Q. to K. R. sixth (check)
9. Q. to K. Kt. seventh (check)
10. P. to K. B. fourth (*c*)
11. P. to Q. B. third
12. P. takes P. (check) (*d*)
13. P. to Q. fourth
14. P. takes B.
15. K. to his second (*e*)
16. K. to Q. third
17. Q. B. to K. B. fourth (check)
18. Q. to K. B. seventh
19. K. to Q. second
20. Q. takes Q. B. P. (check)
21. B. takes Q.
22. Q. Kt. to Q. B. third
23. K. Kt. to K. B. fourth
24. Q. R. to Q. B. square
25. K. to his second
26. K. to his B. second
27. K. to his Kt. third (*g*)
28. K. R. to K. Kt. square
29. K. takes Q. Kt.
30. Q. R. to Q. Kt. square
31. K. B. to K. Kt. second
32. B. takes B.
33. K. R. to K. Kt. second
34. Kt. takes R.
35. P. takes K. R. P.
36. K. to his Kt. fourth

White. (Herr HANSTEIN.)

37. R. takes K. R. P.
38. Kt. takes P. (check)
39. R. to K. R. eighth
40. R. to K. Kt. eighth (check)
41. Kt. to K. R. fourth (check)

Black. (Herr V. H. D. LASA.)

37. R. takes P.
38. K. to his Kt. third (i)
39. Kt. to K. B. fourth
40. R. to K. Kt. second

And wins.

Notes.

(a) The variations springing from "P. takes P. (check)," for the development of many of which we are indebted to the Bristol Chess-players, will be found in the English manuals. The move in the text reduces the opening to a leading position of the Salvio Gambit.

(b) As the results of "P. takes P.," "Q. to K. square," "Q. B. to K. B. fourth," and "Q. B. takes Kt." are discussed in some of the English manuals under the head of the Salvio Gambit (to which indeed they belong), we will refer the reader to the exact places in which he will find the discussion. See Walker's "Art of Chess-Play" (1846), pp. 203, 204, and "The Chess-Player's Handbook" (1847), pp. 265, 266. The Salvio and Cochrane Gambits should be studied at the same time.

(c) This move was invented by the celebrated German Master, Silberschmidt, and has received the sanction of every one who is acquainted with the opening.

(d) The move recommended in the "Art of Chess-Play" is "P. to Q. third."

(e) "If 'K. to Q. square,' 'B. takes K. Kt.,' &c., would have ensued."
—*Berliner Schachzeitung.*

(f) The manifold effects of this move should be noticed by the reader. It is attacking at the same time that it effectually hampers Black's King's Rook's Pawn, and, to a certain extent, his Bishop.

(g) Apparently the best resource.

(h) A destructive move, very closely and legitimately connected with his advance of the Knight to K. R. fifth square.

(i) "'K. to his Kt. fifth' would be of no avail, for 'Kt. to K. R. fourth' would secure the K. Kt. Pawn."—*B. S.*

Between the same Players.

*(Cochrane Gambit.)**White.* (Herr HANSTEIN.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth

Black. (Herr V. H. D. LASA.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth

White. (Herr HANSTEIN.)

5. K. Kt. to K. fifth
6. K. to his B. square
7. P. to Q. fourth
8. P. to K. Kt. third
9. K. to his B. second
10. K. to his third
11. K. Kt. to Q. third
12. K. Kt. to K. B. fourth
13. K. to Q. third
14. Q. B. takes B.
15. Q. Kt. to Q. B. third
16. K. B. takes Kt. (check)
17. B. to Q. sixth
18. P. to K. R. fourth (c)
19. K. R. to K. Kt. square
20. K. R. to K. B. square
21. K. to Q. B. fourth (d)
22. K. takes Q. Kt. P.
23. K. takes Kt.
24. Q. to her B. square
25. P. to K. fifth
26. Q. to K. B. fourth
27. R. to Q. B. square (e)

Black. (Herr V. H. D. LASA.)

5. Q. to K. R. fifth (check)
6. P. to K. B. sixth
7. K. Kt. to K. R. third
8. Q. to K. R. sixth (check)
9. Q. to K. Kt. seventh (check)
10. P. to K. B. third (a)
11. K. Kt. to K. B. second
12. K. B. to K. R. third
13. B. takes K. Kt.
14. P. to Q. B. third
15. P. to Q. Kt. fourth (b)
16. K. takes B.
17. Kt. to Q. R. third
18. P. to Q. Kt. fifth
19. Q. to K. B. seventh
20. Kt. to Q. B. fourth (check)
21. B. to Q. R. third (check)
22. B. takes R.
23. B. to Q. R. third
24. P. to K. R. fourth
25. Q. R. to K. square
26. Q. R. to K. third

After the above moves, each player believing his opponent's game to be strongest, the games were exchanged. (f)

White. (Herr V. H. D. LASA.)

28. P. to Q. Kt. third (g)
29. B. takes R.
30. K. to Q. sixth (h)
31. P. to Q. fifth

Black. (Herr HANSTEIN.)

27. K. R. to K. square
28. Q. R. takes K. P. (check)
29. R. takes B. (check)
30. R. to K. second
31. Q. to her Kt. third

And White gave up the game.

Notes.

(a) "P. to K. B. fourth" is considered a stronger move.

(b) We are able to append a variation upon this move from another game actually played (most probably between the same Masters), and published in Walker's "Chess Studies" (P. 147, No. 878). In the game referred to Herr V. H. D. Lasa plays "Castles" at this point:—

16. Q. B. to Q. sixth
17. K. B. takes Kt. (check)
18. P. to K. R. third
19. B. takes P.
20. K. to his third
21. Q. to K. Kt. square
22. Q. takes P. (check)
23. Q. takes K. B. P.

15. Castles
16. P. to Q. Kt. fourth
17. R. takes B.
18. P. to Q. Kt. fifth
19. B. to Q. R. third (check)
20. Q. takes K. Kt. P.
21. Q. to her B. second
22. R. to K. Kt. second

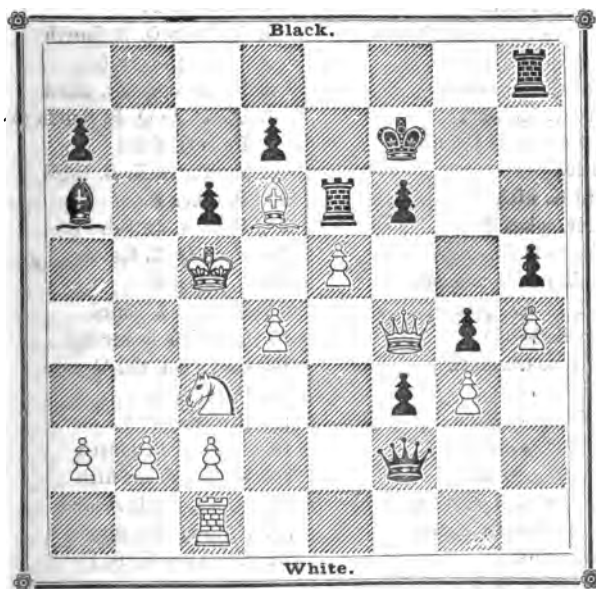
And wins.

(c) The *Berliner Schachzeitung* thinks "P. to Q. Kt. fourth," preventing the advance of the hostile Q. Kt. Pawn, a more correct move.

(d) If he had captured the Knight either with Pawn or Bishop, Black would have obtained the best game by "B. to Q. R. third (check)," as White would have been compelled to interpose first the Knight and then the Q. B. Pawn, and lastly to lose at least the King's Pawn and King's Book in exchange for the adversary's Bishop.

(e) With the intention probably of moving subsequently the Knight to K. fourth, the Q. B. Pawn being protected by the present manœuvre.

(f) We give a diagram of the position :—



(g) "Kt. to K. fourth" is a showy move, but White doubtless was

apprehensive of the menacing rejoinder "Q. to K. seventh." The move in the text prepares for the advance of the Knight. No breathing-time, however, is allowed him.

(h) Our contemporary notices here the ensuing variation :—

30. K. to Q. Kt. fourth

31. K. to Q. R. third

30. P. to Q. B. fourth (check)

31. Q. takes Q. P., &c.

CHESS IN BELGIUM.

THE following games were played a few days ago between Mr. ALLIX and M. DE RIVES.

(*Scotch Opening.*)

Black. (M. DE RIVES.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to Q. Kt. fourth
7. P. to Q. Kt. fifth
8. B. takes P. at Q. third
9. Castles
10. P. to K. fifth
11. K. Kt. takes P.
12. Q. B. to Q. R. third
13. P. takes P. in passing
14. K. R. to K. square
15. Q. to K. B. third
16. K. Kt. to his sixth
17. K. R. takes B.
18. K. Kt. takes R.
19. Kt. to Q. second
20. Kt. to K. fourth
21. K. B. to Q. R. sixth (check)
22. Kt. to Q. sixth (check)
23. B. takes Kt.
24. Q. takes Q. B. P.

White. (MR. ALLIX.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. P. takes P.
4. K. B. to Q. B. fourth
5. P. to Q. sixth (a)
6. K. B. to Q. Kt. third
7. Q. Kt. to Q. R. fourth (b)
8. P. to Q. third
9. K. Kt. to K. B. third
10. P. takes P.
11. P. to K. R. third (c)
12. P. to Q. B. fourth
13. P. takes P.
14. Q. B. to K. third
15. Q. to her B. second
16. Castles on the Q. side
17. P. takes R.
18. R. takes K. Kt.
19. P. to K. R. fourth
20. K. Kt. to his fifth
21. Q. Kt. to his second
22. K. to Q. Kt. square
23. Kt. takes K. B. P.

And wins.

Notes.

(a) "K. Kt. to K. B. third," reducing the opening to a variation of the Giuoco Piano, is a better move.

(b) "Q. to K. second" at this point was an ingenious invention of Herr Harwitz.

(c) This move gives Black time to occupy a strong position with his Queen's Bishop.

Between the same Players.

*(Algaier Gambit.)**White.* (M. DE RIVES.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. P. to K. R. fourth
5. K. Kt. to K. fifth
6. Kt. takes K. Kt. P.
7. P. to Q. third (a)
8. Q. B. takes P.
9. Q. to K. second (check) (c)
10. K. Kt. to K. B. sixth (check)
11. Q. B. takes Q. B. P. (check)
12. K. Kt. to Q. fifth (check)
13. K. Kt. takes Q.
14. Q. to K. Kt. fourth
15. Q. Kt. to Q. B. third
16. Q. to K. B. fourth
17. K. to Q. second
18. Q. takes K. B. P.
19. Kt. to Q. fifth
20. B. to K. second
21. Q. takes Kt.
22. K. to Q. B. third
23. R. takes Kt.
24. Q. takes Q. Kt. P. (f)
25. K. to Q. Kt. fourth
26. K. to Q. R. third
27. Q. to her Kt. fourth
28. R. to K. square (g)

Black. (MR. ALLIX.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. K. Kt. to K. B. third
6. K. Kt. takes K. P.
7. K. Kt. to his sixth
8. Kt. takes R. (b)
9. Q. to K. second
10. K. to Q. square
11. K. takes B.
12. K. to Q. square
13. K. B. takes Kt. (d)
14. K. B. to his third
15. P. to Q. third
16. K. R. to K. square (check)
17. K. B. to K. fourth
18. Q. Kt. to Q. B. third (e)
19. Q. Kt. to K. second
20. Kt. takes Kt.
21. K. B. to his fifth (check)
22. R. takes B.
23. Q. B. to K. third
24. Q. R. to Q. B. square (check)
25. K. R. takes Q. B. P.
26. P. to Q. fourth
27. K. B. to Q. Kt. square
28. K. to Q. second

White. (M. DE RIVES.)	Black. (MR. ALLIX.)
29. Q. to her Kt. seventh (check) (h)	29. K. R. to Q. B. second
30. Q. to her Kt. fifth (check)	30. K. to Q. third
31. P. to K. Kt. fourth	31. P. to Q. R. fourth
32. Q. to her Kt. sixth (check)	32. K. R. to Q. B. third
33. Q. takes Q. R. P.	33. K. to Q. second
34. Q. to her R. fourth	34. K. B. to Q. third (check)
35. P. to Q. Kt. fourth	35. Q. B. takes K. Kt. P.
36. K. to Q. Kt. second	36. K. B. to K. Kt. sixth
37. R. to K. Kt. square	37. K. B. to K. fourth (check)
38. K. to Q. R. third	38. K. to Q. third
39. P. to Q. Kt. fifth	39. K. R. to Q. B. sixth (check)
40. K. to Q. Kt. fourth	40. K. to his third
41. P. to Q. Kt. sixth	41. K. B. to Q. third (check)
42. K. to Q. Kt. fifth	42. K. R. to Q. B. fourth (check)
43. K. to Q. Kt. fourth	43. K. R. to Q. B. eighth (discovering check)

And wins.

Notes.

(a) This move leads to some very interesting positions. Several variations are given in the *Chess-Player's Chronicle* for 1854, pp. 277-284, 315, 316, and 389.

(b) In the places quoted above it is proved that the immediate capture of the Rook is better than "Q. to K. second (check)," followed by "Kt. takes R."

(c) There is also a satisfactory defence against "Q. B. to K. Kt. fifth." See the *C. P. C.* for 1854, p. 389.

(d) It is on the present position of the pieces that Herr V. H. D. Lasa has remarked:—"I think that it is doubtful whether the second player has not the stronger game. None of the first player's pieces are for the moment in play, which renders it possible, perhaps, for his adversary to extricate the King's Knight."

(e) He might here, as was suggested by M. De Rives, have played "Q. B. to K. third," and, if White ventured to take the Q. Kt. Pawn, have forced the game at once.

(f) The capture of these Pawns on the Q. side, now that the King has gone over to those quarters for safety, is not unattended by danger.

(g) If White had now given check with his Queen at K. B. eighth, he would perhaps have had a better chance of equalizing the game.

(h) Had White now sacrificed the exchange by "R. takes B.," it is extremely doubtful whether he could have succeeded in equalizing the game either by perpetual check or by any other process.

CHESS IN THE PROVINCES.

THE next games were played recently, Herr FALKBEER giving Mr. HARRIS, the Hon. Sec. of the Richmond Chess-Club, the odds of the Q. Kt.

(King's Gambit.)

(Remove White's Q. Kt. from the Board.)

White. (Herr FALKBEER.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth
5. P. to Q. fourth
6. P. takes P. (a)
7. K. to his B. second
8. P. takes P.
9. K. takes P.
10. Q. B. to K. B. fourth
11. K. to his B. second
12. K. B. to Q. third
13. Q. B. to K. Kt. fifth
14. Q. to K. second (check)
15. K. R. to his sixth
16. K. R. takes K. B.
17. B. to Q. Kt. fifth (check)
18. P. takes P.
19. Kt. takes Q.
20. B. takes B.

Black. (Mr. HARRIS.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to Q. fourth
6. Q. to K. second (check) (b)
7. P. to K. Kt. sixth (check)
8. P. takes P. (check)
9. Q. to her third (check)
10. Q. to K. Kt. third (check)
11. K. B. to Q. third
12. Q. to K. B. third
13. Q. to K. Kt. second
14. K. Kt. to K. second
15. Q. B. to K. Kt. fifth
16. Q. takes Q. B.
17. P. to Q. B. third
18. P. takes P.
19. B. takes Q.

And wins.

Notes.

(a) "K. B. takes P." is the move usually played in these positions.

(b) At this point the game departs entirely from the ordinary Muzio Gambit, and assumes a novel character.

Between the same Players.

(*King's Gambit.*)

(*Remove White's Q. Kt. from the Board.*)

White. (Herr FALKBEER.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth
5. P. to Q. fourth
6. P. takes P.
7. K. to his B. second
8. P. takes P.
9. K. takes P.
10. Kt. to K. fifth
11. Q. to K. B. third
12. K. to his B. second
13. Kt. takes Kt.
14. Q. to K. third (check) (a)
15. K. R. takes P.
16. K. R. to his sixth
17. Q. to K. fifth
18. Q. B. to K. B. fourth
19. Q. takes Q.
20. K. to his Kt. square
21. K. R. takes B.
22. Q. B. takes P.

Black. (Mr. HARRIS.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to Q. fourth
6. Q. to K. second (check)
7. P. to K. Kt. sixth (check)
8. P. takes P. (check)
9. Q. to her third (check)
10. K. Kt. to K. B. third
11. K. R. to K. Kt. square (check)
12. K. Kt. to his fifth (check)
13. Q. B. takes Kt.
14. K. B. to K. second
15. Kt. to Q. second
16. Kt. to K. B. third
17. Castles on the Q. side
18. Q. B. to Q. second
19. Kt. to K. Kt. fifth (check)
20. K. B. takes Q.
21. P. takes R.
22. Kt. to K. sixth

And wins.

Note.

(a) "Q. to K. fourth (check)" is not without its advantages.

HANDICAP TOURNAMENT AT RIES' DIVAN, STRAND, LONDON.

THE principle of handicapping different players, in accordance with a scale adapted to their real or supposed skill in the game of Chess, is not one of absolute novelty. It has been adopted in several of the Provincial Chess-Clubs with more than ordinary success. It has not, however, been

tried frequently, if at all, in the Metropolis. The causes of this have undoubtedly been the great number of good players, the difficulty of ascertaining their exact force, and therefore of adjusting very finely the terms of the handicap. An attempt was made recently at Ries' Divan to bring together sixteen players, in such a manner as to give every one of those who took part in the contest a chance of ultimate success. No one of course will look for a perfect handicap in an experiment of this kind, as some amateurs will take more advantage of odds when given by a superior player, than will others who are quite their equals in an even battle. All that can be reasonably expected from a Tournament such as the one in question is, that it bring into the field several players of established reputation, and also others whom the gift of odds is calculated to make prominent. The sixteen who competed upon the present occasion were Messrs. BARNES, BODEN, BURDEN, GREEN, KENNY, LÖWE, OWEN, RICKARDS, RIES, SELFE, SIMPSON, A. SMITH, SOLOMONS, STEWART, TRELAWNEY, and WILSON. In the first round they were thus drawn:—Mr. BARNES against Mr. STEWART, Mr. BODEN against Mr. SELFE, Mr. BURDEN against Mr. SMITH, Mr. GREEN against Mr. WILSON, Mr. KENNY against Mr. SIMPSON, Herr LÖWE against Mr. RIES, the Rev. J. OWEN against Mr. RICKARDS, and Mr. SOLOMONS against Mr. TRELAWNEY. Of these matches the last two were upon even terms, the winners being Messrs. RICKARDS and SOLOMONS. Two matches were at the "P. and move," Mr. BARNES being handicapped to give the odds to Mr. STEWART, and Mr. GREEN to Mr. WILSON. In each case, however, the receiver of the odds won the match. Two matches were at the "P. and two moves," Mr. BODEN having to give the odds to Mr. SELFE, and Mr. BURDEN to Mr. A. SMITH. In the first of these two matches Mr. SELFE had scored two games and Mr. BODEN one, when an engagement prevented the former gentleman from terminating the contest. His opponent, however, did not walk over, as might have been expected, but was handicapped to give the "P. and two moves" to Mr. TRELAWNEY, who had already lost his match to Mr. SOLOMONS. Mr. TRELAWNEY won his present match by the odd game; Mr. BURDEN defeated his antagonist. The remaining matches in the first round were at the odds of the Knight. In these cases the giver of the odds triumphed, Mr. KENNY winning of Mr. SIMPSON, and Herr LÖWE of Mr. RIES. The exact score in these eight matches was:—St. 3, Ba. 2, Equal 1; T. 3, Bo. 2; Bu. 3, Sm. 0; W. 3, G. 1, Equal 1; K. 3, Si. 1; L. 3, Ries 0; Ric. 3, O. 0, Equal 5; and So. 3, T. 1. In the second round two matches were at the odds of the Pawn and move, two upon even terms. Herr LÖWE gave Mr. WILSON the Pawn and move, but was defeated; Mr. RICKARDS gave the same odds to Mr. TRELAWNEY with better fortune. Messrs. KENNY and STEWART played an even match rather unexpectedly, the former having originally been handicapped as a player to whom no odds must be given, and the latter as a receiver of the Pawn and move. It was, however, settled that they should play on even terms, it being the general opinion that Mr. STEWART had been handicapped too favourably. Of course it is not our wish to criticize strictly the internal arrangements of so interesting a Tournament; we therefore content ourselves with saying that alterations in a handicap, *when once made*, establish a bad precedent. Upon the present

occasion, however, the change augmented the interest of the public, as it produced one of the closest contests in the Tournament. Mr. SOLOMONS pulled through in his match with Mr. BURDEN, after a severe battle. The score in the four matches to which the second round gave rise was :—So. 3, Bu. 2, Equal 2 ; K. 3, St. 2, Equal 2 ; Ric. 3, T. 0 ; and W. 3, L. 0. The third round furnished two very interesting matches upon even terms, one between Mr. KENNY and Mr. RICKARDS, the other between Messrs. SOLOMONS and WILSON. The score was :—K. 3, R. 1, Equal 2 ; and W. 3, S. 2. The fourth round would have been contested between the winners, but Mr. WILSON, being unable to remain in London for a longer period, took the second prize, his opponent walking over for the first honours. The amateur, who thus obtained the first place in this handicap Tournament, is the Honorary Secretary of the M'Donnell Club, and has been mentioned in our columns more than once in connection with previous matches.

CHESS IN THE METROPOLIS.

A GAME from the match between Messrs. KENNY and RICKARDS at Ries' Divan. This match took place in the third round of the Handicap Tournament.

(Sicilian Opening.)

White. (Mr. KENNY.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. Kt. fifth
4. K. Kt. takes Kt.
5. K. B. to Q. B. fourth
6. P. to Q. third
7. Castles
8. P. to Q. B. third
9. P. to K. B. fourth
10. K. to his R. square
11. Kt. to Q. second
12. Kt. to K. B. third
13. P. takes P.
14. K. B. to Q. Kt. third
15. Q. B. to Q. second
16. Q. R. to Q. B. square
17. Q. to K. second
18. P. to K. R. third
19. K. to his R. second

Black. (Mr. RICKARDS.)

1. P. to Q. B. fourth
2. Q. Kt. to Q. B. third
3. Q. Kt. to Q. fifth
4. P. takes Kt.
5. Q. to her B. second
6. P. to K. third
7. K. Kt. to K. B. third
8. K. B. to Q. third
9. K. B. to Q. B. fourth
10. P. to Q. third
11. Q. B. to Q. second
12. P. takes P.
13. P. to Q. Kt. fourth
14. K. B. to Q. Kt. third
15. Q. B. to his third
16. Kt. to K. Kt. fifth
17. Q. to her Kt. second
18. Kt. to K. B. third (a)
19. P. to K. R. fourth

White. (MR. KENNY.)

20. Kt. to K. Kt. fifth
21. P. to Q. B. fourth
22. P. takes P.
23. P. to Q. R. fourth
24. R. takes B.
25. Kt. takes K. B. P.
26. Kt. takes Q. R.
27. R. to Q. Kt. square
28. Q. to K. B. third
29. P. to K. B. fifth
30. Q. B. to K. Kt. fifth
31. K. to his Kt. third (*d*)
32. K. B. to Q. fifth (check)
33. P. takes Kt.
34. Q. takes P.
35. Q. B. to K. third (*f*)
36. Q. takes P. (check)
37. K. B. to Q. B. fourth (check)

Black. (MR. RICKARDS.)

20. Castles on the Q. side
21. K. to Q. Kt. square
22. Q. B. takes Q. Kt. P.
23. Q. B. to his third (*b*)
24. Q. takes R.
25. Q. to her second
26. R. takes Kt.
27. K. to Q. R. square
28. P. to K. fourth
29. R. to K. R. square
30. Kt. to K. Kt. fifth (check) (*c*)
31. P. to Q. R. fourth (*e*)
32. K. to Q. R. second
33. P. takes P.
34. Q. takes Q. R. P.
35. R. to Q. Kt. square
36. K. to Q. R. third

And wins.

Notes.

(*a*) "P. to K. R. fourth" might also have been played, but it would perhaps have yielded Black no ultimate advantage.

(*b*) This is not the best move, we imagine; in any case, however, the Q. R. Pawn would have given White the elements of an attack more or less powerful.

(*c*) This check is not a good one; for, although the Knight cannot be captured at the moment, he will always be left in a dangerous position. "P. to Q. R. fourth" would have been safer.

(*d*) A good retort, threatening, if White check with the Bishop at K. B. seventh, to take the Bishop with his Queen, and then to play "B. to Q. fifth (check)."

(*e*) Black cannot save both his Knight and his Bishop.

(*f*) Menacing immediate mate, if the Bishop be taken.

Between the same Players.

*(Sicilian Opening.)**White.* (MR. KENNY.)

1. P. to K. fourth
2. K. Kt. to K. B. third

Black. (MR. RICKARDS.)

1. P. to Q. B. fourth
2. Q. Kt. to Q. B. third

White. (Mr. KENNY.)

3. K. B. to Q. B. fourth
4. Q. Kt. to Q. B. third
5. P. to Q. R. fourth
6. P. to Q. fourth
7. K. Kt. takes P.
8. K. B. to Q. Kt. third
9. Castles
10. P. to K. B. fourth
11. Q. B. to K. third
12. P. to K. B. fifth
13. Q. to K. second
14. P. takes K. P.
15. Q. B. to K. B. second
16. Q. R. to Q. square
17. Q. B. to K. Kt. third
18. R. takes B.
19. Q. B. to K. B. second
20. P. to K. Kt. third
21. Q. R. to Q. Kt. fourth
22. B. takes Q. Kt. P. (b)
23. Q. B. to Q. fourth
24. P. to K. fifth
25. B. takes Kt.
26. Kt. takes B. (c)
27. B. to Q. B. third
28. P. takes P. in passing
29. Q. takes Q.
30. R. takes R. (check)
31. R. to Q. Kt. sixth (d)
32. B. takes P.
33. P. to Q. B. third
34. K. to his B. second
35. K. to his B. third
36. B. takes Kt.
37. P. to K. Kt. fourth
38. P. to K. R. fourth
39. R. to Q. sixth
40. P. to Q. Kt. fourth
41. R. to Q. third
42. P. takes P.

Black. (Mr. RICHARDS.)

3. P. to K. third
4. P. to Q. R. third
5. K. B. to K. second
6. P. takes P.
7. Q. Kt. to K. fourth
8. K. Kt. to K. B. third
9. P. to Q. Kt. third
10. Q. Kt. to K. Kt. third
11. K. B. to Q. B. fourth
12. Q. Kt. to K. fourth
13. Q. B. to Q. Kt. second
14. Q. P. takes P.
15. Q. Kt. to K. Kt. fifth
16. Q. to her B. second (a)
17. K. B. takes Kt. (check)
18. Q. to her B. fourth
19. Q. to K. fourth
20. Castles on the K. side
21. Q. to K. R. fourth
22. Q. R. to Q. B. square
23. B. to Q. R. square
24. K. Kt. to Q. fourth
25. B. takes B.
26. P. takes Kt.
27. P. to K. B. fourth
28. Kt. takes P. at K. B. third
29. Kt. takes Q.
30. K. takes R.
31. P. to K. fifth
32. R. to Q. B. fifth
33. R. takes Q. R. P.
34. K. to his B. second
35. Kt. to K. B. third
36. P. takes B.
37. K. to his Kt. third
38. P. to K. R. third
39. R. to Q. R. seventh
40. R. to Q. R. sixth
41. P. to Q. R. fourth
42. R. takes Q. R. P.

White. (Mr. KENNY.)

- 43. P. to Q. B. fourth
- 44. P. to K. R. fifth (check)
- 45. R. to Q. fourth
- 46. K. to his fourth
- 47. K. to Q. third
- 48. P. takes P. (check)
- 49. R. to K. R. fourth

Black. (Mr. RICKARDS.)

- 43. R. to Q. B. fourth
- 44. K. to his B. second
- 45. K. to his third
- 46. R. to K. Kt. fourth
- 47. P. to K. B. fourth
- 48. R. takes K. B. P.

The game was abandoned as equal.

Notes.

(a) It would be of no avail to take off the Q. Bishop, with the view of capturing afterwards the King's Pawn, as the White Queen, when thus debarred from protecting the K. Pawn, would attack the K. B. Pawn of the enemy.

(b) The valuable Pawn now captured very frequently falls, as in this game, when the Queen's Bishop is brought into play at Q. Kt. second square.

(c) Upon this move some variations have been supplied us by one of the players :—

- 26. K. R. to K. B. fourth
- 27. P. takes P. in passing
- 28. R. takes Kt.
- 29. R. takes R. (check)
- 30. Kt. takes Q.

- 26. P. to K. B. fourth (or A)
- 27. Kt. takes K. B. P.
- 28. Q. takes Q.
- 29. R. takes R.

And White has won a piece.

(A)

- 27. B. takes R.
- 28. P. takes P. in passing
- 29. Q. takes Q.
- 30. R. takes R. (check)

- 26. R. takes Q. Kt.
- 27. P. to K. B. fourth
- 28. Kt. takes K. B. P.
- 29. Kt. takes Q.
- 30. K. takes R.

And White has won "the exchange."

(d) "P. to K. Kt. fourth," with the view of separating Black's Pawns on the K. side, seems to be a plausible move.

THE following game is the first as yet played between the skilful combatants whose names are given below. The scene of action was Ries' Divan, London.

(King's Bishop's Opening.)

White. (Mr. BODEN.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. to K. second
4. P. to Q. third (a)
5. K. Kt. to K. B. third
6. P. to K. R. third
7. Q. Kt. to Q. B. third
8. P. takes B.
9. B. to Q. second
10. B. takes B.
11. Castles on the Q. side
12. P. to K. Kt. fourth
13. P. to K. R. fourth.
14. K. to Q. Kt. square
15. Kt. to K. square
16. B. to Q. second
17. Q. to K. third
18. P. to Q. Kt. third
19. P. to K. B. fourth
20. Q. B. P. takes P.
21. P. to K. B. fifth
22. P. to K. Kt. fifth
23. Q. to her B. third (d)
24. Q. to her third
25. Q. takes K. Kt. (f)
26. Kt. to Q. third (g)
27. Q. to her B. third
28. Q. to her B. fourth
29. Q. R. to K. square (i)
30. R. takes P. (check) (l)
31. Kt. takes Q.
32. Kt. takes P. at Q. B. fourth
33. B. to K. third

Black. (Herr FALKBEER.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. Q. Kt. to Q. B. third
5. P. to Q. third
6. Q. B. to K. third
7. B. takes B.
8. B. to Q. Kt. fifth
9. B. takes Kt.
10. Q. to K. second
11. K. Kt. to Q. second
12. P. to Q. R. fourth (b)
13. K. Kt. to Q. B. fourth
14. Q. to K. B. third
15. K. Kt. to Q. R. fifth
16. Q. Kt. to Q. fifth
17. K. Kt. to Q. Kt. third
18. P. to Q. R. fifth
19. Q. R. P. takes P.
20. Q. to K. second
21. P. to Q. B. fourth (c)
22. Q. to her second
23. Q. to her B. third
24. K. Kt. takes Q. B. P. (e)
25. Q. takes P. (check)
26. P. to Q. Kt. fourth
27. P. to Q. Kt. fifth
28. P. to Q. fourth (h)
29. Q. takes K. B. P. (k)
30. Q. takes R.
31. P. takes Q.
32. Castles on the K. side
33. Kt. to Q. Kt. fourth

Black won the game.

Notes.

(a) If White in this position take the K. B. Pawn with his Bishop (check), he gives too much time to his opponent.

(b) The effect of his determination not to castle is that he avoids a defensive situation, but at the same time is deprived of the co-operation of his King's Rook in the attack that he meditates upon the hostile entrenchments.

(c) "P. to Q. fourth" would be of no efficacy.

(d) To prevent Black from occupying Q. R. fifth square with his Queen after the sacrifice of his King's Knight.

(e) One of the leading moves in a well-conceived, and, we are disposed to think, sound combination.

(f) He cannot capture this Knight with the Pawn on account of "Q. to her R. fifth."

(g) This is the best move.

(h) At first sight it would appear that the vulnerable point in Black's combination is that this Pawn will be wanted presently both at Q. fourth and Q. third squares; at Q. fourth to attack the adverse Queen, at Q. third to defend his own King's Pawn. The variation given at note (k) seems, however, to prove that the protection of the Pawn can be dispensed with. If this be so, Black's sacrifice at his 24th move was sound as well as beautiful.

(i) This retort, not only putting Black's Queen in jeopardy, but also bringing the counter-attack home to the centre Pawns, tended very much to save and even win the game.

(k) We do not think this Black's best move. He appears to have declined taking the Queen, from the just apprehension that, although he would thus regain his piece, he would lose his Pawns on the Q. side in addition to his King's Pawn. "Q. takes K. R." would also have been disadvantageous, as White could have replied with "Q. takes Q. B. P." Perhaps Black's best resource, that on which we relied when writing note (e), is "Q. takes Q. R. (check)."

29. Q. R. to K. square

30. R. takes Q.

31. R. takes P. (check)

29. Q. takes Q. R. (check)

30. P. takes Q.

If "Kt. takes K. P.," Black may castle on the King's side, having by no means a hopeless game.

| 31. K. to Q. second

"K. to Q. square" seems to be too perilous, on account of "R. to Q. fifth (check)," followed by "Kt. takes Q. B. P."

32. Kt. takes Q. B. P. (check)

33. B. to K. B. fourth

| 32. K. to Q. third

And Black, we believe, will get a good game by playing either "Kt. to K. seventh" or "K. to Q. B. third." As the first of these two moves is more easily traced in its results, we will take the second:—

34. Kt. to Q. R. fourth

| 33. K. to Q. B. third

If "P. takes P.," Black can reply with "K. R. to K. square," having an excellent game.

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|---------------------------------|---------------------------|
| 35. R. to Q. B. fifth (check) | 34. P. takes P. |
| 36. R. to Q. B. seventh (check) | 35. K. to Q. Kt. second |
| 37. Kt. to Q. B. fifth (check) | 36. K. to Q. R. third |
| 38. P. takes P. | 37. K. to Q. Kt. fourth |
| | 38. K. R. to Q. B. square |

With a good game.

Some of these last moves may be altered, but, whatever alteration be made, we always prefer Black's position.

(?) Here White did not take advantage of Black's last move. He should have played "Q. takes Kt."

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|-------------------------|-----------------------|
| 30. Q. takes Kt. | 30. Q. B. P. takes Q. |
| 31. R. takes P. (check) | 31. Q. to K. third |

White has the best game.

THE next two games are from the series played in the McDonnell Chess-Club between Messrs. GREEN and JANSSENS.

(Irregular Opening.)

Black. (Mr. JANSSENS.)

1. P. to Q. fourth
2. P. to K. fourth
3. K. B. to Q. third
4. K. B. takes P.
5. K. B. to Q. third
6. P. to K. B. third
7. K. Kt. to K. second
8. K. to his B. second (a)
9. P. takes P.
10. K. B. to Q. B. fourth
11. Q. B. to K. third
12. P. takes Kt.
13. K. to his Kt. third
14. K. R. to K. B. square
15. P. to K. R. third
16. R. takes R. (check)
17. Q. to K. B. square (check)
18. Q. Kt. to Q. B. third
19. Q. Kt. to Q. fifth (check)
20. R. to Q. square

White. (Mr. GREEN.)

1. P. to Q. third
2. P. to K. B. fourth
3. P. takes P.
4. K. Kt. to K. B. third
5. Q. B. to K. Kt. fifth
6. Q. B. to K. R. fourth
7. P. to K. fourth
8. K. B. to K. second
9. P. takes P.
10. K. B. to Q. B. fourth (check)
11. K. Kt. to his fifth (check) (b)
12. Q. to K. B. third (check)
13. B. takes B.
14. Q. to K. Kt. fourth
15. K. R. to K. B. square (c)
16. K. takes R.
17. K. to his second
18. Kt. to Q. B. third
19. K. to Q. second
20. Kt. to Q. fifth

Black. (Mr. JANSSENS.)

21. P. to Q. B. third
22. P. takes Kt.
23. P. takes P.
24. Q. Kt. to K. B. fourth (dis-
covering check).
25. P. takes B. (d)
26. P. takes P. in passing
27. K. to his R. second
28. P. to K. Kt. third
29. Kt. takes B.
30. Q. to K. second (check)

White. (Mr. GREEN.)

21. P. to Q. Kt. fourth
22. P. takes B.
23. Q. takes K. P. (check)
24. K. to his second
25. P. to K. Kt. fourth (e)
26. R. to K. Kt. square
27. R. takes P.
28. B. takes Kt.
29. Q. takes Q. Kt. P. (check)

And wins.

Notes.

- (a) The opening is somewhat eccentric.
- (b) This mode of commencing an attack is spirited, if not critically sound.
- (c) He might now have brought back his Q. Bishop to K. Kt. third, but Black's game would be preferable in that case.
- (d) This Bishop can be safely captured at the present moment.
- (e) "R. to K. B. square" would yield no resource.

Between the same Players.

*(Philidor's Defence to the K. Kt. Opening.)**Black.* (Mr. GREEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. P. to Q. B. third (a)
6. Q. to her Kt. third
7. Q. Kt. takes P.
8. K. Kt. takes Kt.
9. Kt. to Q. fifth
10. Q. B. to K. Kt. fifth
11. Kt. to K. third
12. Castles on the Q. side
13. B. takes Kt.

White. (Mr. JANSSENS.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. Q. Kt. to Q. B. third
5. P. takes P. (b)
6. Q. to K. B. third
7. Q. Kt. to K. fourth
8. P. takes Kt.
9. Q. to her square
10. P. to K. B. third
11. Q. to K. second
12. P. takes B.
13. P. to Q. B. third

If "P. takes P.," Black can reply with "K. R. to K. square," having an excellent game.

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|---------------------------------|---------------------------|
| 35. R. to Q. B. fifth (check) | 34. P. takes P. |
| 36. R. to Q. B. seventh (check) | 35. K. to Q. Kt. second |
| 37. Kt. to Q. B. fifth (check) | 36. K. to Q. R. third |
| 38. P. takes P. | 37. K. to Q. Kt. fourth |
| | 38. K. R. to Q. B. square |

With a good game.

Some of these last moves may be altered, but, whatever alteration be made, we always prefer Black's position.

(7) Here White did not take advantage of Black's last move. He should have played "Q. takes Kt."

- | | |
|-------------------------|-----------------------|
| 30. Q. takes Kt. | 30. Q. B. P. takes Q. |
| 31. R. takes P. (check) | 31. Q. to K. third |

White has the best game.

THE next two games are from the series played in the M'Donnell Chess-Club between Messrs. GREEN and JANSSENS.

(Irregular-Opening.)

Black. (Mr. JANSSENS.)

1. P. to Q. fourth
2. P. to K. fourth
3. K. B. to Q. third
4. K. B. takes P.
5. K. B. to Q. third
6. P. to K. B. third
7. K. Kt. to K. second
8. K. to his B. second (a)
9. P. takes P.
10. K. B. to Q. B. fourth
11. Q. B. to K. third
12. P. takes Kt.
13. K. to his Kt. third
14. K. R. to K. B. square
15. P. to K. R. third
16. R. takes R. (check)
17. Q. to K. B. square (check)
18. Q. Kt. to Q. B. third
19. Q. Kt. to Q. fifth (check)
20. R. to Q. square

White. (Mr. GREEN.)

1. P. to Q. third
2. P. to K. B. fourth
3. P. takes P.
4. K. Kt. to K. B. third
5. Q. B. to K. Kt. fifth
6. Q. B. to K. R. fourth
7. P. to K. fourth
8. K. B. to K. second
9. P. takes P.
10. K. B. to Q. B. fourth (check)
11. K. Kt. to his fifth (check) (b)
12. Q. to K. B. third (check)
13. B. takes B.
14. Q. to K. Kt. fourth
15. K. R. to K. B. square (c)
16. K. takes R.
17. K. to his second
18. Kt. to Q. B. third
19. K. to Q. second
20. Kt. to Q. fifth

Black. (Mr. JANSSENS.)

21. P. to Q. B. third
22. P. takes Kt.
23. P. takes P.
24. Q. Kt. to K. B. fourth (discovering check)
25. P. takes B. (d)
26. P. takes P. in passing
27. K. to his R. second
28. P. to K. Kt. third
29. Kt. takes B.
30. Q. to K. second (check)

White. (Mr. GREEN.)

21. P. to Q. Kt. fourth
22. P. takes B.
23. Q. takes K. P. (check)
24. K. to his second
25. P. to K. Kt. fourth (e)
26. R. to K. Kt. square
27. R. takes P.
28. B. takes Kt.
29. Q. takes Q. Kt. P. (check)

And wins.

Notes.

- (a) The opening is somewhat eccentric.
- (b) This mode of commencing an attack is spirited, if not critically sound.
- (c) He might now have brought back his Q. Bishop to K. Kt. third, but Black's game would be preferable in that case.
- (d) This Bishop can be safely captured at the present moment.
- (e) "R. to K. B. square" would yield no resource.

Between the same Players.

*(Philidor's Defence to the K. Kt. Opening.)***Black.** (Mr. GREEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. P. to Q. B. third (a)
6. Q. to her Kt. third
7. Q. Kt. takes P.
8. K. Kt. takes Kt.
9. Kt. to Q. fifth
10. Q. B. to K. Kt. fifth
11. Kt. to K. third
12. Castles on the Q. side
13. B. takes Kt.

White. (Mr. JANSSENS.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. Q. Kt. to Q. B. third
5. P. takes P. (b)
6. Q. to K. B. third
7. Q. Kt. to K. fourth
8. P. takes Kt.
9. Q. to her square
10. P. to K. B. third
11. Q. to K. second
12. P. takes B.
13. P. to Q. B. third

Black. (Mr. GREEN.)

14. K. to Q. Kt. square
15. Q. R. to Q. third
16. K. R. to Q. square
17. Q. R. to Q. eighth (check)
18. Kt. to Q. B. fourth
19. Q. to her R. third (check)
20. Q. to K. B. third (check)
21. K. R. to Q. seventh (check)

White. (Mr. JANSSENS.)

14. P. to K. Kt. third
15. Q. to K. Kt. second
16. Q. takes B.
17. K. to his second
18. P. to Q. Kt. fourth
19. K. to his B. third
20. K. to his Kt. second

And wins.

Notes.

(a) This form of opening, unless carefully opposed, gives a strong attack to the first player.

(b) "P. to Q. sixth" is a safer move.

A GAME played at RIES' Divan between Messrs. BODEN and SIMONS.

*(Sicilian Opening.)**White.* (Mr. SIMONS.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. B. third
4. K. B. to Q. Kt. fifth
5. B. takes Kt.
6. Castles
7. P. takes P.
8. P. to Q. third
9. B. to K. B. fourth
10. K. R. to K. square
11. P. to K. R. third
12. P. to Q. fourth
13. K. Kt. takes P.
14. Q. Kt. to Q. second
15. Q. Kt. to K. B. third
16. Q. Kt. to K. fifth
17. Q. to K. R. fifth (d)
18. P. takes K. B.
19. Q. to K. Kt. fourth

Black. (Mr. BODEN.)

1. P. to Q. B. fourth
2. P. to K. third
3. Q. Kt. to Q. B. third
4. P. to Q. R. third
5. Q. Kt. P. takes B.
6. P. to Q. fourth
7. Q. B. P. takes P.
8. Kt. to K. B. third
9. K. B. to K. second
10. Castles
11. P. to K. R. third (a)
12. P. takes P. (b)
13. K. B. to Q. B. fourth
14. Q. B. to Q. second (c)
15. Kt. to K. fifth
16. Q. R. to Q. B. square
17. K. B. takes K. Kt.
18. Q. B. to K. square
19. P. to K. B. fourth

White. (Mr. SIMONS.)

20. Q. to K. B. third
21. Kt. to Q. third
22. B. to K. fifth
23. Q. R. to Q. B. square
24. R. takes R.
25. Kt. to K. B. fourth
26. R. takes Kt. (f)
27. Q. to K. Kt. third
28. P. to K. R. fourth
29. Kt. to K. R. fifth
30. P. takes K. P.
31. B. to Q. fourth
32. Kt. to K. B. fourth
33. Q. to K. square (h)
34. Kt. takes K. P. (i)
35. B. to Q. B. third

Black. (Mr. BODEN.)

20. Q. to her Kt. third (e)
21. Q. takes Q. P.
22. Q. to her Kt. third
23. B. to Q. Kt. fourth
24. R. takes R.
25. B. to Q. B. seventh
26. Q. P. takes R.
27. P. to K. Kt. fourth
28. P. to K. Kt. fifth
29. P. to K. sixth
30. B. to Q. B. third
31. Q. to her Kt. second
32. Q. to her B. second (g)
33. B. takes K. Kt. P.
34. Q. to her B. fifth
35. Q. takes Kt.

And wins.

Notes.

- (a) With the view of bringing the King's Bishop into more active play.
- (b) "Q. to her Kt. third" would also have been a good move.
- (c) If "Q. to her Kt. third," White could rejoin with "Q. Kt. to his third."
- (d) This is a false attack.
- (e) A move which must yield Black some advantage, however his opponent reply to it.
- (f) He does not seem to have a good move left.
- (g) This stroke is very difficult to parry. Black threatens either to take the K. Kt. Pawn with his Rook (check), or to play "P. to K. fourth."
- (h) Variation by one of the players :—
- | | |
|-------------------------|-------------------------|
| 33. K. to his R. second | 33. P. to K. fourth |
| 34. Kt. to K. sixth | 34. Q. to her R. fourth |
| 35. B. to Q. B. third | 35. Q. to her fourth |
- And wins.
- (i) "Kt. takes B." would lead to the loss of the Queen. The position does not admit of resource.

THE next game was recently played at RIES' Divan between the skilful veteran, Herr LÖWE, and his younger countryman, Herr FALKBERG.

(Queen's Knight's Opening.)

White. (Herr FALKBERG.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third (a)
3. K. B. to Q. B. fourth
4. P. to Q. third
5. Q. B. to K. Kt. fifth
6. Q. B. to K. R. fourth
7. Q. B. to K. Kt. third
8. B. takes B.
9. Q. Kt. to Q. R. fourth
10. Kt. takes B.
11. Kt. to K. second
12. Q. to her second
13. P. to K. R. fourth
14. Kt. to Q. B. third
15. Castles on the K. side (d)
16. P. takes P.
17. Q. R. to K. square
18. P. to Q. R. third
19. P. to Q. Kt. fourth
20. Kt. to Q. square
21. P. to Q. Kt. fifth
22. Kt. to Q. Kt. second
23. Kt. to Q. B. fourth
24. P. to Q. R. fourth
25. P. to Q. R. fifth
26. Kt. takes Q. Kt. (check)
27. P. takes P.
28. Q. to her R. fifth
29. P. to K. B. fourth
30. K. R. takes P.
31. Q. takes R.
32. Q. to K. B. second
33. R. to K. B. seventh (g)
34. P. to Q. Kt. sixth
35. Q. to K. B. fourth

Black. (Herr LÖWE.)

1. P. to K. fourth
2. K. B. to Q. B. fourth (b)
3. K. Kt. to K. B. third (c)
4. P. to Q. third
5. P. to K. B. third
6. P. to K. Kt. fourth
7. Q. B. to K. third
8. P. takes B.
9. B. to Q. Kt. third
10. Q. R. P. takes Kt.
11. Q. Kt. to Q. B. third
12. Q. to K. second
13. P. to K. Kt. fifth
14. P. to Q. fourth
15. Castles on the Q. side
16. P. takes P.
17. P. to K. R. fourth
18. Q. R. to K. square
19. P. to Q. fifth
20. K. Kt. to Q. second (e)
21. Q. Kt. to Q. square
22. Q. to her third (f)
23. Q. to her B. fourth
24. Q. Kt. to K. B. second
25. Q. Kt. to Q. third
26. Q. takes Kt.
27. Kt. takes P.
28. K. to Q. second
29. P. takes P.
30. R. takes Q. R. (check)
31. Q. to her fourth
32. K. to Q. B. square
33. Kt. to Q. second
34. P. takes P.
35. Q. to her B. fourth

White. (Herr FALKBEER.)

36. Q. to K. fourth
37. Q. to K. square
38. Q. to her R. square

Black. (Herr LÖWE.)

36. R. to Q. square
37. Q. takes P. (*h*)

And wins.

Notes.

(*a*) For the introduction of this opening in a systematic manner into modern Chess we are indebted to the skilful Austrian amateur, Herr Hampe. Major Jänisch, in his treatise, has cursorily noticed its merits.

(*b*) A good, perhaps the best, reply.

(*c*) "P. to Q. third" is a stronger move, we believe.

(*d*) In this position the White King is protected, not assailed, by the hostile Pawns.

(*e*) "P. to Q. Kt. fourth" might have served him as a temporary expedient.

(*f*) Black evidently thought the capture of the Q. R. Pawn too hazardous. He might, however, have incurred the risk, and have opposed numerical superiority to his adversary's advantage in position.

(*g*) The reader will notice that White could have gained a Pawn at this point had he desired it.

(*h*) "Q. to her R. fourth" would have been a better move, but could hardly have saved the game.

A GAME played at RIES' Divan between Mr. BODEN and the Rev. J. OWEN.

*(Philidor's Defence to the K. Kt. Opening.)**White.* (Mr. BODEN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. Q. takes P.
5. K. B. to Q. Kt. fifth
6. B. takes Kt.
7. Q. Kt. to Q. B. third (*a*)
8. B. to K. B. fourth
9. Castles on the K. side
10. B. to Q. second
11. P. to K. Kt. fourth
12. Q. to her third

Black. (Rev. J. OWEN.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. Q. Kt. to Q. B. third
5. Q. B. to Q. second
6. B. takes B.
7. Kt. to K. B. third
8. B. to K. second
9. Kt. to K. R. fourth
10. Castles
11. K. B. to his third
12. K. B. takes Q. Kt.

White. (Mr. BODEN.)

13. B. takes B.
14. B. takes K. Kt.
15. Kt. to Q. fourth
16. P. to K. B. third
17. Q. R. to K. square
18. Kt. to K. second
19. P. to K. R. third
20. K. to his Kt. second
21. K. P. takes P.
22. Q. to her fifth (check) (b)
23. Kt. to K. Kt. third
24. R. takes R.
25. Q. takes Q. P.
26. Q. to K. fifth
27. R. to K. second
28. Kt. takes B.

Black. (Rev. J. OWEN.)

13. Kt. to K. B. third
14. Q. takes B.
15. Q. to K. B. fifth
16. B. to Q. second
17. P. to K. R. fourth
18. Q. to K. Kt. fourth
19. Q. R. to K. square
20. P. to K. B. fourth
21. B. takes P.
22. K. to his R. square
23. R. takes R.
24. P. to Q. B. third
25. R. to Q. square
26. R. to Q. seventh (check) (c)
27. P. to K. R. fifth
28. R. to Q. fourth

White wins the game.

Notes.

(a) "Q. B. to K. Kt. fifth" is an attacking move. See the match between Herren Harrwitz and Löwenthal, *C. P. C.* 1854.

(b) This and the next move of White threaten to win the Bishop.

(c) If "R. to Q. fourth," then White can win the Bishop by "Q. to K. eighth (check)" and "P. to K. R. fourth."

MISCELLANEOUS.

THE proposed match by electric telegraph between Liverpool and Manchester was played on March 29. The Manchester players were Messrs. DU VAL, J. KIPPING, jun., PINDAR, COHEN, and HASCHÉ; Mr. WOOD acting as umpire for Liverpool in Manchester. The Liverpool players were Messrs. SOUL, SPARKE, SINCLAIR, POSCHMAN, and JONES; Mr. MORECROFT acting as umpire for Manchester in Liverpool. This list of players was subject to alterations during the day, some not remaining through the whole of the encounter. After eight hours' struggle, the game, which has found its way into the columns of several of our contemporaries, terminated in neutrality. The Manchester players assembled in the Electric Telegraph Company's Committee-room, Bank Street; the Liverpool players in a room at the same company's Liverpool station.—*Abridged from a local paper.*

THE annual meeting of the Huddersfield Chess-Club was held in April

at the Imperial Hotel, Huddersfield. Amongst the amateurs belonging to that town who were present on the occasion were Dr. SCOTT, the President; Mr. MARSDEN, Vice-President; and Mr. WATKINSON, the Hon. Sec. of the Club; Messrs. BARLOW, BENNETT, BROOK, jun., COOPER, J. MARSDEN, OVEBBURY, RHODES, ROBINSON, SHAW, jun., TARN, TAYLOR, TOMLINSON, WEBB, &c. To diversify the proceedings of the day, a friendly trial of skill had been arranged to take place between the Clubs of Huddersfield and Wakefield; and the latter Club sent over as its representatives Messrs. SHEPHERD and HUNTER, its President and Hon. Sec.; Messrs. BENNETT and W. L. ROBINSON. It was agreed that two games should be played between each couple of competitors, equal games to be included; and that, as nearly as it was possible, the players should be matched according to their respective strength. The following was the score shown:—

Huddersfield.			Wakefield.			Equal.
Mr. WATKINSON,	1	against	Mr. SHEPHERD,	0		1
Mr. MARSDEN,	0	"	Mr. ROBINSON,	0		2
Mr. TARN,	1	"	Mr. HUNTER,	1		0
Mr. TAYLOR,	1	"	Mr. BENNETT,	0		1
	3			1		4

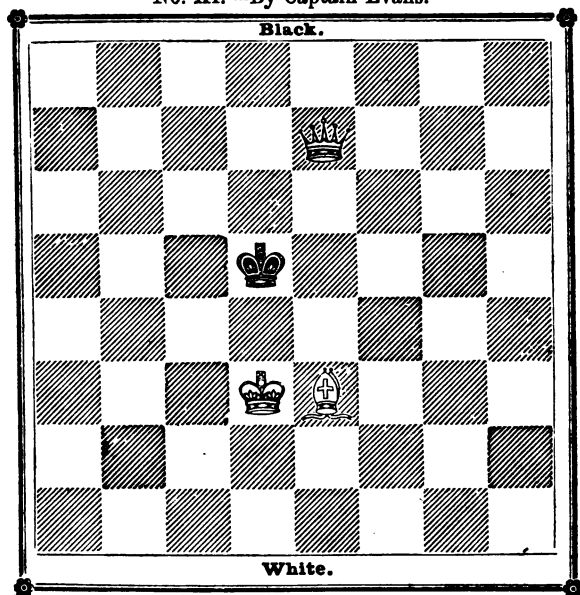
Thus Huddersfield gained three games, Wakefield one game, and four games were equal.—*Abridged from a local paper.*

In the Metropolis two very interesting matches are awaiting issue in the M'Donnell Chess-Club. One is between the Hon. Sec. of the Club and Mr. CAMPBELL, whom we take this opportunity of introducing to our readers as one among the many strong and excellent players of whom this country can now boast. The other is a smartly-contested match between two rising amateurs of *at present* a lower grade of skill, Messrs. BLOUNDELL and LANGDON. We will give the scores of these matches in our next number. Our weekly contemporary, *The Era*, has published the score of another match of great interest. It was played in the St. George's Chess-Club between Captain MACGREGOR and Mr. HANNAH. The score was—M. 4, H. 1. It certainly must be deplored that matches should be made for so few games, as short matches afford an inadequate test of the relative strength of players. In Tournaments this evil is indeed necessary, on account of the number of the players who engage in the contest, but in set matches between two persons it seems to be a matter of regret that they should ever be fixed at a lower scale than at the *first seven won games*.

THE present arrangement at the Café de la Régence, Paris, is that there shall be monthly Tournaments. The first Tournament, as our readers have already been informed, was won by M. CLERC. In the second, M. LAFITTE, receiving the Pawn and move, obtained the first place, M. LEQUESNE gaining the second prize. Behind the winners were M. LUSTRO-LÉVI (third), MM. ACLOQUE, ARNOUS DE RIVIÈRE, BUDZINSKI, CLERC, COULLIER, DANDRÉ, DE BECHENEC, DE MOLLIERNS, DESJARDINS, GARCIA GRANADAS, GAUTHIER, LAMIRAL, LANÔE, LÉCRIVAIN, P. LEFRANC, MONTIGNY, PASQUIER, PFEIFFER, POTHIER, and N—. Besides these twenty-three, either M. PICK or M. PRETI also played, but as our contemporary,

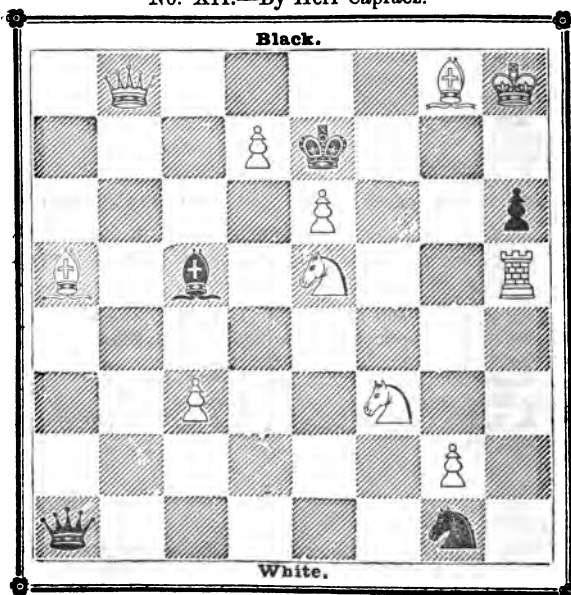
PROBLEMS.

No. XI.—By Captain Evans.



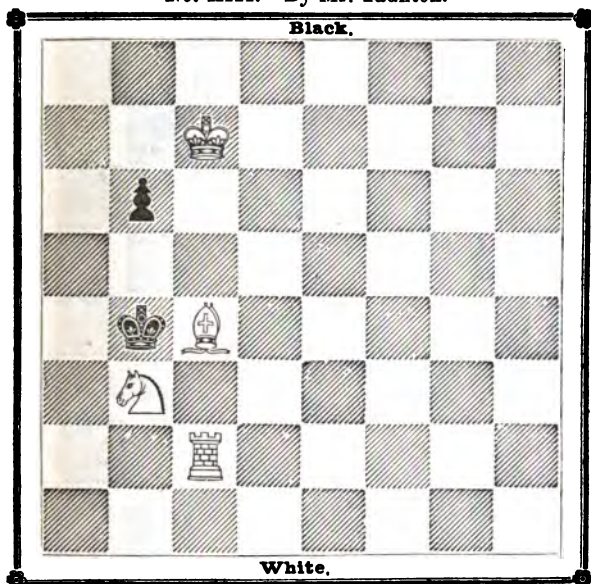
White to play, and mate in four moves.

No. XII.—By Herr Capraez.



White to play, and to compel Black to give checkmate in ten moves.

No. XIII.—By Mr. Taunton.



White to play, and mate in three moves.

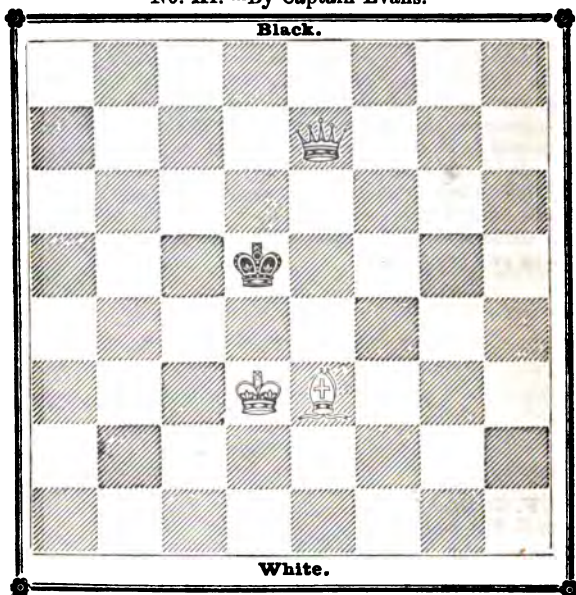
No. XIV.—By P. H.



White to play, and mate in four moves.

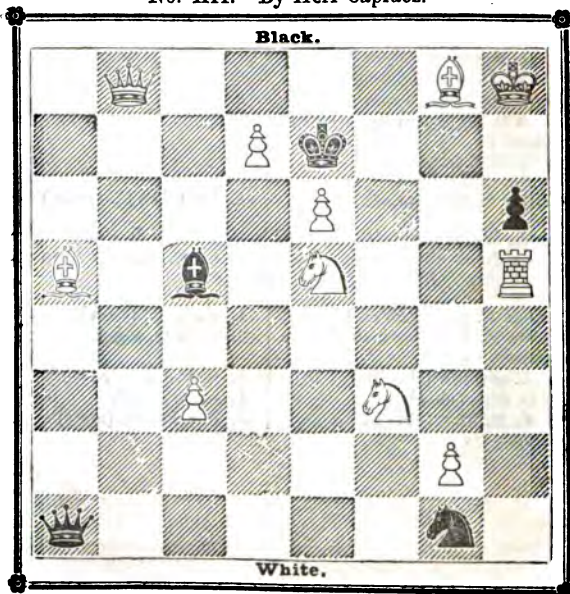
PROBLEMS.

No. XI.—By Captain Evans.



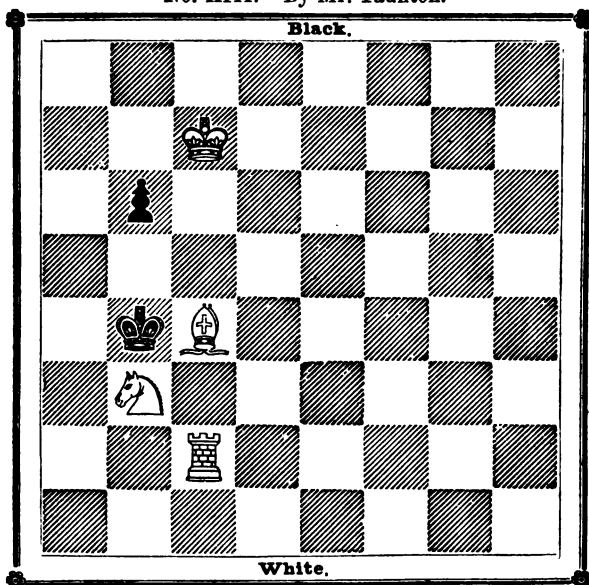
White to play, and mate in four moves.

No. XII.—By Herr Capraez.



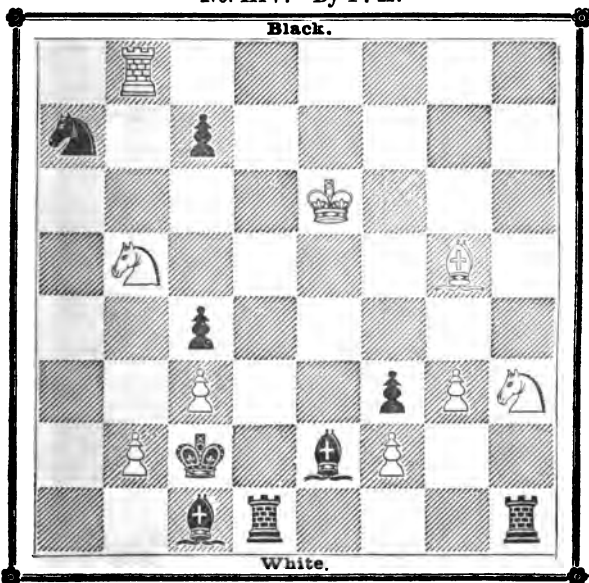
White to play, and to compel Black to give checkmate in ten moves.

No. XIII.—By Mr. Taunton.



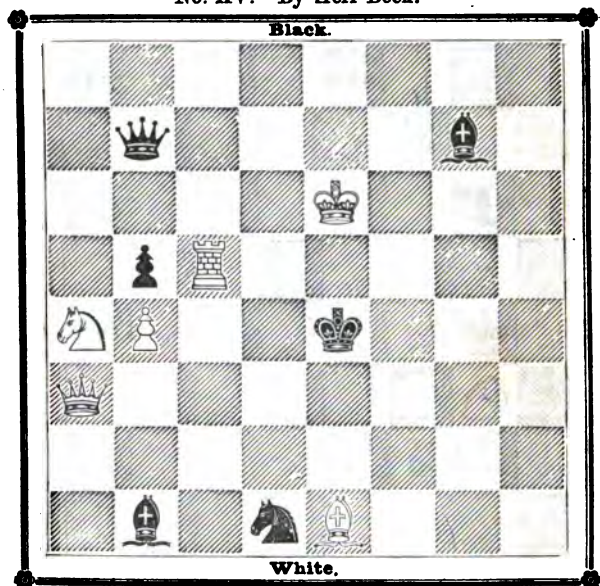
White to play, and mate in three moves.

No. XIV.—By P. H.



White to play, and mate in four moves.

No. XV.—By Herr Beck.



White to play, and mate in four moves.

No. XVI.—By Mr. Dalby.



White to play, and mate in four moves.

SOLUTIONS TO PROBLEMS.

No. 10. Page 96.

White.

1. P. to Q. Kt. third
2. R. to Q. R. square
3. Kt. to Q. B. third (discovering check)
4. Pawn mates

Black.

1. K. takes Q. R. P.
2. P. to Q. B. eighth (becoming a Q.) (check)
3. Q. takes R.

No. 11. Page 158.

White.

1. B. to K. B. fourth
2. K. to Q. B. fourth
3. B. to Q. Kt. eighth
4. Queen mates

Black.

1. K. to Q. B. third
2. K. to Q. Kt. third
3. Any move

No. 12. Page 158.

White.

1. B. to Q. eighth (check)
2. B. to Q. Kt. sixth (discovering check)
3. Kt. to Q. B. sixth (check)
4. Q. to K. fifth (check)
5. P. to K. Kt. fourth
6. Q. to K. fourth (check)
7. P. to Q. eighth (becoming a Q.) (check)
8. Q. to K. fifth (check)
9. R. takes P. (check)
10. Q. to K. B. sixth (check)

Black.

1. K. to his B. square
2. K. to his second
3. K. to his B. third
4. K. to his Kt. third
5. B. takes B. (best) (Variations)
6. K. to his B. third
7. B. takes Q.
8. K. to his Kt. third
9. K. takes R.
10. B. takes Q.

Mate.

(A)

6. Kt. to K. R. fourth (check)
7. R. takes P. (check)
8. Q. to K. B. sixth (check)

5. B. to K. B. seventh
6. B. takes Kt.
7. K. takes R.
8. B. takes Q.

Mate.

(B)

6. Q. to K. fourth (check)
7. R. takes P. (check)
8. Q. to K. fifth (check)
9. Q. to K. Kt. seventh (check)

5. B. to K. sixth
6. K. to his B. third
7. B. takes R.
8. K. to his Kt. third
9. B. takes Q.

Mate.

(C)

- 6. R. takes P. (check)
- 7. Q. to K. B. sixth (check)
- 8. Q. to K. Kt. seventh (check)

- 5. Q. to her Kt. eighth
- 6. K. takes R.
- 7. Q. to K. Kt. third
- 8. Q. takes Q.

(Mate.)

(D)

- 6. Kt. to K. seventh (check)
- 7. R. takes P. (check)
- If "K. takes R.," White will check with Q. at K. B. sixth.
- 8. B. to K. R. seventh (check)

- 5. Q. to her B. eighth
- 6. B. takes Kt.
- 7. Q. takes R. (check)
- 8. Q. takes B.

(Mate.)

The variations springing from any other fifth move of Black will be easily traced by the reader.

No. 13. Page 159.

White.

- 1. Kt. to Q. fourth
- 2. Kt. to Q. B. sixth
- 3. Rook mates or Bishop discovers mate

Black.

- 1. King or Pawn moves
- 2. Any move

No. 14. Page 159.

White.

- 1. Kt. to Q. R. third (check)
- 2. R. to Q. eighth (check)
- 3. B. to Q. second
- 4. Knight or Rook mates

Black.

- 1. K. to Q. sixth
- 2. K. to his fifth
- 3. Any move

No. 15. Page 160.

White.

- 1. R. to Q. B. fourth (check)
- 2. Kt. to Q. B. fifth (check)
- 3. Q. to her B. third (check)
- 4. Bishop mates

Black.

- 1. P. takes R. (best)
- 2. K. to Q. fifth (best)
- 3. Kt. takes Q.

No. 16. Page 160.

White.

- 1. Kt. to K. B. fifth
- 2. B. to K. Kt. fifth
- 3. P. to Q. third
- 4. Q. P. takes P.

Black.

- 1. K. takes Kt. or P. to K. fourth (best)
- 2. K. takes Kt. or P. to K. fourth
- 3. P. to K. fifth

(Mate.)

CHESS IN THE METROPOLIS.

A LIVELY skirmish between the President and another member of the London Chess-Club.

(Irregular Opening.)

White. (Mr. GREENAWAY.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. B. to Q. third
4. P. to K. B. fourth
5. P. to K. fifth
6. K. Kt. to K. B. third
7. Castles
8. K. Kt. to his fifth
9. P. takes B.
10. P. to K. R. fourth
11. Kt. to Q. B. third
12. P. to K. Kt. fourth
13. P. takes K. B. P.
14. Q. to K. R. fifth (check)
15. P. to K. B. sixth (check)
16. P. takes P. (check)
17. Kt. to Q. Kt. fifth (check)
18. P. to Q. Kt. fourth (check)
19. Q. R. to Q. Kt. square (check)
20. Q. B. to Q. R. third (check)
21. Kt. takes P. at Q. fourth (check)

Black. (Mr. MONGREDIEN.)

1. P. to Q. Kt. third (a)
2. Q. B. to Q. Kt. second
3. P. to K. third
4. P. to Q. fourth
5. P. to K. B. fourth
6. K. B. to K. second
7. K. Kt. to K. R. third
8. B. takes Kt.
9. K. Kt. to K. B. second
10. Q. Kt. to Q. second
11. P. to Q. B. fourth
12. Q. B. P. takes P.
13. K. Kt. takes K. P.
14. K. to his second
15. K. Kt. P. takes P.
16. K. to Q. third
17. K. to Q. B. fourth
18. K. takes P.
19. K. to Q. B. fourth
20. K. to Q. B. third

And wins.

Note.

(a) Openings of this class lead for the most part to games of a dull but sound, rather than those of a lively but hazardous, character. In nothing, however, is the really good player more shown than in the ability to lend interest to a close *début*. It follows, therefore, that amateurs who have not attained a certain degree of experience in Chess should adopt the practice of defending open rather than close games.

A GAME between the Hon. Sec. and another member of the London Chess-Club.

(*King's Knight's Gambit.*) (a)

White. (Mr. G. MEDLEY.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth
5. P. to Q. fourth
6. P. to Q. B. third
7. Q. to her Kt. third
8. Castles
9. P. to Q. R. fourth
10. Q. Kt. to Q. second (d)
11. P. to K. fifth
12. K. Kt. takes K. P.
13. K. R. to K. square
14. Q. takes B.
15. Q. Kt. to K. B. third
16. P. to Q. Kt. third
17. B. to Q. R. third
18. Q. takes P.
19. K. R. to Q. Kt. square
20. K. R. to Q. Kt. second (f)
21. K. B. to Q. Kt. fourth (g)
22. K. R. to Q. Kt. second
23. P. to Q. B. fourth
24. Q. to her R. fifth
25. Q. Kt. to K. R. fourth (h)
26. P. to K. Kt. third (i)
27. P. takes P.
28. K. to his R. second
29. Q. Kt. to K. B. fifth
30. Q. R. to K. B. square
31. P. takes B.
32. Q. to her fifth

Black. (Mr. BRIEN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. K. B. to K. Kt. second
5. P. to Q. third
6. P. to K. R. third (b)
7. Q. to K. second
8. Q. Kt. to Q. B. third
9. Q. Kt. to Q. square (c)
10. K. Kt. to K. B. third
11. P. takes P.
12. Q. B. to K. third
13. B. takes B.
14. Castles
15. Q. to her third
16. K. R. to K. square
17. Q. to her fourth
18. Q. takes Q. Kt. P.
19. Q. to her B. seventh (e)
20. Q. takes Q. R. P.
21. Q. to her B. seventh
22. Q. to K. B. fourth
23. Q. R. to Q. B. square
24. P. to K. Kt. fifth
25. Q. to K. Kt. fourth
26. P. takes P.
27. Q. to K. sixth (check)
28. Kt. to K. fifth
29. Q. to K. Kt. fourth
30. B. takes K. Kt.
31. Q. Kt. to Q. B. third
32. Q. Kt. takes P.

And Black won the game (t).

Notes.

(a) Upon this opening the reader should consult the article by Mr.

Wayte, which was published in the *Chess-Player's Chronicle* for 1855, pp. 273-286.

(b) The moves having been arranged as in this game, the best authors have agreed that, although the present mode of play is perfectly safe, Black may advantageously bring forward his Pawn to K. Kt. fifth square. See the "English Handbook," p. 247.

(c) "P. to Q. Kt. third" is perhaps the best move.

(d) "P. to K. fifth" seems to be more vigorous, and also more efficacious. The retreat of Black's Knight at his ninth move, as it is not taken advantage of immediately, tends to consolidate the position, so far as defence is concerned.

(e) "Q. takes Q. R. P." would have been more than hazardous at this stage of the game. Posted as the Queen is now, she guards K. Kt. third square, White threatening presently to take the Q. Kt. Pawn, and then the K. B. Pawn.

(f) If White had brought this Rook to a more forward position, Black could have placed his Queen upon K. B. fourth square.

(g) If "R. takes Q. Kt. P.," Black would not have been compelled to capture the Rook, but might have played "K. Kt. to Q. fourth," with a good game. Again, if "Kt. takes K. B. P.," Black could have rejoined with "Kt. takes Kt.," and, upon White's playing "R. takes P.," have safely occupied K. B. square with a Rook.

(h) This is not the best place of refuge for the Knight, but he has no very good square open to him.

(i) "Q. to K. square" would be answered by "R. takes Q. B. P."

(k) Evidently White cannot take the K. Kt. without losing his Queen. "R. to K. second," and "R. takes Q. Kt. P.," are also equally disastrous.

A GAME between the Hon. Sec. of the London Chess-Club and Mr. JANSSENS.

(*King's Bishop's Gambit.*)

White. (Mr. G. MEDLEY.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to Q. B. fourth
4. K. B. takes P.
5. Q. to K. second
6. K. Kt. to K. B. third
7. Q. Kt. to Q. B. third
8. K. B. to Q. Kt. third
9. P. to Q. third
10. P. to Q. R. fourth
11. Q. Kt. to Q. square

Black. (Mr. JANSSENS.)

1. P. to K. fourth
2. P. takes P.
3. P. to Q. fourth (a)
4. K. Kt. to K. B. third
5. K. B. to Q. B. fourth
6. Castles
7. P. to Q. B. third
8. P. to Q. Kt. fourth
9. P. to Q. R. fourth
10. P. to Q. Kt. fifth
11. Q. to her B. second

White. (Mr. G. MEDLEY.)

12. Q. Kt. to K. B. second.
13. Q. B. to Q. second
14. Castles on the Q. side (*b*)
15. Q. R. to K. B. square
16. P. to K. Kt. third
17. P. takes P. (*c*)
18. Q. R. takes B.
19. Q. takes P.
20. P. to K. B. fifth
21. Q. to K. R. third
22. Q. to K. R. fourth
23. Q. to K. Kt. fifth
24. Q. to K. R. sixth (check)
25. P. to K. B. sixth
26. K. B. takes P.
27. K. B. takes P.
28. K. B. takes R.
29. P. to K. R. third
30. P. to K. B. seventh
31. K. R. to K. Kt. square
32. Q. R. to K. Kt. second

Black. (Mr. JANSSENS.)

12. Q. B. to Q. R. third
13. Q. Kt. to Q. second
14. P. to K. R. third
15. P. to K. Kt. fourth
16. P. to K. Kt. fifth
17. B. takes Kt.
18. P. takes Kt.
19. Q. Kt. to Q. B. fourth
20. K. to his R. second
21. P. to K. R. fourth
22. Q. Kt. to Q. second
23. K. to his R. square
24. K. Kt. to K. R. second
25. K. R. to K. Kt. square
26. K. R. to K. Kt. fifth (*d*)
27. Q. R. to K. Kt. square
28. R. takes B.
29. R. to K. Kt. square
30. R. to K. B. square
31. Q. to K. fourth

And wins.

Notes.

(*a*) Experience seems to show that this move leads to a tolerably safe opening, but that the Gambit Pawn cannot be maintained so successfully as it can in other variations of the Bishop's Gambit.

(*b*) Being sheltered for a moment by the adverse Pawns, White can now prosecute his attack upon the Gambit Pawn.

(*c*) In compensation for the Knight thus sacrificed, White gains an opening for his Rooks.

(*d*) "Q. to K. fourth" does not seem to yield much resource.

A GAME played recently at RIES' Divan.

*(King's Bishop's Opening Irregular.)**White.* (Herr FALKBERG.)

1. P. to K. fourth
2. K. B. to Q. B. fourth

Black. (Mr. RICKARDS.)

1. P. to K. fourth
2. P. to Q. third (*a*)

White. (Herr FALKBEER.)

3. P. to K. B. fourth
4. K. Kt. to K. B. third
5. P. takes P.
6. P. to Q. third
7. K. B. to Q. Kt. fifth (check)
8. P. takes Kt.
9. Q. Kt. to Q. B. third
10. P. takes P. (b)
11. Q. Kt. to K. fourth
12. Q. to her third
13. Castles
14. B. to K. third
15. P. to K. sixth
16. Q. takes B.
17. Q. Kt. to Q. sixth (check)
18. P. takes P. (discovering check)
19. Q. to K. fifth (check)
20. Q. to K. sixth (check)
21. P. to Q. sixth
22. Kt. to K. fifth (c)

Black. (Mr. RICKARDS.)

3. K. B. to K. second
4. K. Kt. to K. B. third
5. K. Kt. takes P.
6. P. to Q. fourth
7. P. to Q. B. third
8. Q. to her R. fourth (check)
9. P. takes B.
10. P. to Q. Kt. fifth
11. Q. B. to K. B. fourth
12. Kt. to Q. second (c)
13. Q. B. to K. Kt. third
14. K. B. to Q. B. fourth
15. B. takes B. (check)
16. Kt. to Q. Kt. third
17. K. to his second (d)
18. K. takes Kt.
19. K. to Q. second
20. K. to Q. square
21. Kt. to Q. second

And wins.

Notes.

(a) This move is not so good as the ordinary moves, "K. B. to Q. B. fourth," and "K. Kt. to K. B. third."

(b) White gains a Pawn in this opening, and has therefore the better game.

(c) "P. to Q. Kt. sixth (discovering check)" would be worse than useless.

(d) The only move to prevent immediate defeat.

(e) Black cannot take this Knight with Knight on account of the threatened mate, nor with Queen on account of "P. to K. B. eighth (becoming a Q.) (check), &c."

A STEADY game from one of the Matches between Mr. GREEN and Colonel SZABO of the M'Donnell Club.

*(Irregular Opening.)**White.* (Mr. GREEN.)

1. P. to Q. B. fourth
2. Q. Kt. to Q. B. third

Black. (Colonel SZABO.)

1. P. to K. B. fourth
2. K. Kt. to K. B. third.

White. (Mr. GREEN.)

3. P. to K. third
4. P. to K. Kt. third
5. K. Kt. to K. second
6. K. B. to K. Kt. second
7. P. to Q. third
8. P. to K. B. fourth
9. P. to K. R. third
10. P. to K. fourth
11. P. to K. fifth
12. Q. B. to K. third
13. P. to Q. R. fourth
14. P. to Q. fourth
15. Q. takes P.
16. P. to Q. Kt. third
17. K. to his B. second
18. Q. to her third.
19. Q. takes B.
20. Q. takes Q.
21. Q. R. to Q. Kt. square
22. B. to K. B. third
23. K. R. to Q. square
24. K. takes B.
25. K. R. to Q. third
26. Q. R. to Q. square
27. P. to Q. R. fifth
28. P. takes P. (check)
29. Kt. to Q. R. fourth
30. P. takes P.
31. R. takes R.
32. K. R. to Q. third (c)
33. R. takes R.
34. K. to his third
35. K. takes P.

Black. (Colonel SZABO.)

3. P. to K. third
4. P. to Q. B. fourth
5. Q. Kt. to Q. B. third
6. Q. Kt. to K. fourth
7. P. to Q. R. third
8. Q. Kt. to K. Kt. fifth
9. Q. Kt. to K. R. third
10. P. to K. Kt. third
11. K. Kt. to K. R. fourth (a)
12. Q. R. to Q. Kt. square
13. P. to Q. Kt. third
14. P. takes P.
15. Q. to her B. second
16. K. B. to Q. Kt. fifth
17. K. B. to Q. B. fourth
18. B. takes B. (check)
19. Q. to her B. fourth (b)
20. P. takes Q.
21. B. to Q. Kt. second
22. K. to his second
23. B. takes B.
24. Kt. to K. B. second
25. P. to K. Kt. fourth
26. K. R. to Q. square
27. P. to Q. third
28. R. takes P.
29. P. takes P.
30. P. to K. fourth
31. R. takes P. (check)
32. R. takes R. (check)
33. P. to K. fifth (check)
34. P. takes R.

The game was finally abandoned as equal.

Notes.

(a) These Knights are not well-posted, their command of the field being intercepted everywhere by the hostile Pawns. Open games are better adapted to the genius of Colonel Szabo, who shines in brilliant, not in dull, positions.

(b) Although this mode of play is not very interesting, it must be owned that Black, having his Knights in their present position, does wisely in preventing White from forming combinations.

(c) "K. to his B. second" would have brought about a series of more complicated positions.

A LIVELY skirmish between the same opponents.

(*King's Bishop's Opening.*)

White. (Mr. GREEN.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. P. to Q. B. third
4. P. takes P. (a)
5. K. Kt. to K. B. third
6. Q. to her Kt. third
7. P. to Q. fourth
8. P. takes B.
9. K. R. to K. Kt. square
10. Q. takes Q. Kt. P.
11. Q. takes Q. R. (c)
12. K. to Q. second
13. B. takes Kt.
14. Q. takes Q. R. P.

Black. (Colonel SZABO.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. P. to Q. fourth
4. K. Kt. to K. B. third (b)
5. Q. B. to K. Kt. fifth
6. P. to K. fifth
7. P. takes Kt.
8. P. takes K. Kt. P.
9. B. to K. B. sixth
10. Castles
11. R. to K. square (check)
12. Kt. takes P. (d)
13. B. takes B.
14. B. to Q. Kt. sixth

Discovering checkmate.

Notes.

- (a) "K. B. takes P." is the move recommended by the books.
- (b) Black may here take the K. B. P. with his Bishop (check).
- (c) White loses the game at once by this move.
- (d) Threatening to win the Queen.

In the following games, which were played respectively upon the 12th and 14th of May in the present year, the distinguished French Chess-player, M. ST. AMANT, gave the Hon. Sec. of the London Chess-Club the odds of the Pawn and move.

(*Remove Black's K. B. Pawn from the Board.*)

White. (Mr. G. MEDLEY.)

1. P. to K. fourth
2. P. to Q. fourth

Black. (M. ST. AMANT.)

1. Q. Kt. to Q. B. third
2. P. to Q. fourth

- White.* (Mr. G. MEDLEY.)
3. P. to K. fifth (a)
 4. Q. B. to K. third
 5. K. Kt. to K. B. third
 6. Q. Kt. to Q. B. third (c)
 7. P. to K. R. third
 8. Q. takes B.
 9. K. B. to Q. Kt. fifth
 10. Q. to K. Kt. fourth
 11. K. B. to Q. third
 12. Castles on the King's side
 13. Kt. to K. second
 14. B. takes Kt.
 15. P. to Q. B. third
 16. Kt. to K. B. fourth
 17. Kt. to K. R. fifth
 18. B. to K. Kt. fifth
 19. B. takes B.
 20. Kt. to K. Kt. third
 21. Q. to K. R. fifth
 22. Q. R. to K. square
 23. Q. R. to K. third
 24. Q. to K. second
 25. Q. to her B. second (f)
 26. Q. to K. second
 27. Kt. to K. R. square (h)
 28. K. R. P. takes P.
 29. R. to K. R. third
 30. Kt. to K. Kt. third
 31. Q. to her second
 32. P. to K. B. third
 33. Kt. to K. R. fifth
 34. Kt. takes R.
 35. P. to K. Kt. third
 36. R. takes Kt.
 37. R. takes R.
 38. Q. to K. B. second

- Black.* (M. St. AMANT.)
3. Q. B. to K. B. fourth (b)
 4. P. to K. third
 5. K. Kt. to K. second
 6. Q. B. to K. Kt. fifth
 7. B. takes Kt.
 8. K. Kt. to K. B. fourth (d)
 9. B. to Q. Kt. fifth
 10. Castles
 11. Q. Kt. to K. second
 12. P. to Q. B. fourth
 13. P. to Q. B. fifth
 14. Kt. takes B.
 15. B. to K. second
 16. Q. to her second
 17. K. R. to K. B. second
 18. K. to his R. square
 19. Q. takes B.
 20. Kt. to K. B. third
 21. K. R. to K. B. fifth
 22. Q. R. to K. B. square
 23. P. to K. Kt. third (e)
 24. Q. to K. R. fifth
 25. P. to K. Kt. fourth (g)
 26. P. to K. Kt. fifth
 27. Q. R. to K. Kt. square (i)
 28. Kt. takes P. (k)
 29. Q. to K. Kt. fourth (l)
 30. Q. to K. Kt. third
 31. Q. R. to K. B. square
 32. Q. to K. Kt. fourth (m)
 33. Kt. to K. R. third
 34. R. takes Kt.
 35. Q. to K. B. fourth
 36. R. takes P.
 37. Q. takes R.

And wins.

Notes.

- (a) "K. B. to Q. Kt. fifth" is also a powerful move. See the

brief article by Mr. T. A. Worrell, *Chess-Player's Chronicle*, 1855, p. 174.

(b) This is about the best opening that the second player can adopt at the odds of the Pawn and move.

(c) In a match game between Herr Harwitz and Mr. Staunton, the former played "K. B. to Q. third" at this point. See the "*Chess-Player's Companion*," pp. 179, 180, 181.

(d) A Knight posted upon this square renders, for the most part, great service to the defending player at the odds of "the Pawn and move," and "the Pawn and two moves."

(e) Evidently threatening to win the Queen, if the Knight be captured.

(f) This move seems to lose valuable time.

(g) Both at this and an earlier stage, the 20th move, Black could have courted the exchange of Knights, but, not having a bad position, he doubtless preferred complicating, to unravelling, the game.

(h) If this is White's best move, his position appears to us to be inferior at this juncture to that of his opponent.

(i) Excellent play, if correctly followed, unless we are mistaken. Had Black, instead of making this move, played "Kt. to K. B. fourth," White, we fancy, could have extricated himself from his difficulties by "P. to K. Kt. third," but if "P. takes P.," by "K. R. takes P."

(k) "K. R. takes doubled P." appears to be a stronger mode of play. To the move proposed White would have had six defences, which we will consider in their proper order.

| 28. K. R. takes doubled P.

Firstly.

29. P. to K. Kt. third
30. Q. R. to K. B. third

| 29. Kt. to K. B. fourth
30. Q. R. to K. Kt. fourth

And Black ought to win.

Secondly.

29. P. to K. B. third
30. Q. to K. B. second

| 29. K. R. to K. Kt. fourth
30. Q. to K. R. sixth

With the advantage.

Thirdly.

29. P. to K. B. fourth
30. Q. B. to K. B. third
31. Q. to K. B. second
32. P. to K. Kt. third (A)
33. Q. to K. Kt. second

| 29. Kt. to K. B. fourth
30. Q. R. to K. Kt. third
31. Q. to K. R. fourth
32. Q. R. to K. R. third
33. Kt. to K. R. fifth

And Black has the best game.

(A)

- | | |
|-------------------------|--------------------------|
| 32. Q. to K. second | 32. Q. R. to K. R. third |
| 33. K. to his B. second | 33. R. takes P. (check) |
| 34. K. takes R. | 34. Q. mates. |

Fourthly.

- | | |
|--------------------------|---------------------------|
| 29. Kt. to K. Kt. third | 29. Kt. to K. B. fourth |
| 30. Q. R. to K. B. third | 30. Q. R. to K. Kt. third |

With a winning game.

Fifthly.

- | | |
|------------------------|----------------------------|
| 29. R. to K. Kt. third | 29. Q. R. to K. Kt. fourth |
| 30. P. to K. B. fourth | |

If "R. takes R.," Black can rejoin with "Kt. takes R."

- | |
|----------------------------|
| 30. Q. R. to K. R. fourth. |
|----------------------------|

And White has no resource.

Sixthly.

- | | |
|-------------------------|---------------------------|
| 29. Q. to K. B. third | 29. Kt. to K. B. fourth |
| 30. Q. R. to K. square | 30. R. to K. B. fifth |
| 31. Q. to K. second | 31. Q. R. to K. Kt. third |
| 32. P. to K. Kt. third. | 32. Q. to K. R. sixth |

And wins.

(l) Variation :—

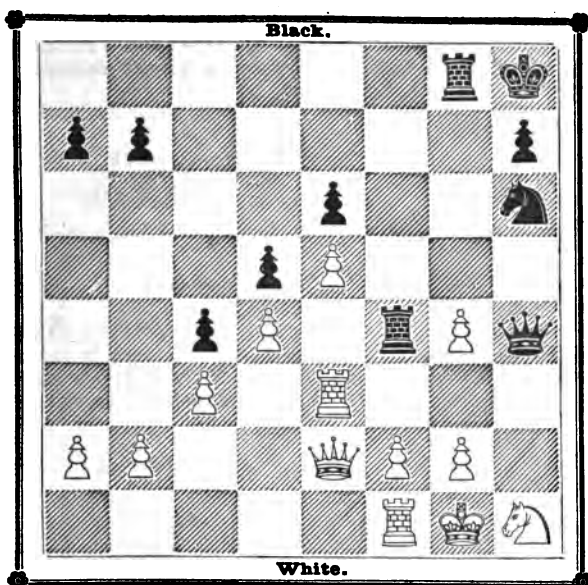
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|-------------------------|--|
| 30. P. takes Q. | 29. Q. takes K. R. |
| | 30. Kt. to K. sixth (discovering
check) |
| 31. Kt. to K. Kt. third | 31. Kt. takes R. |
| 32. Q. takes Kt. | 32. R. takes Kt. (check) |
| 33. P. takes R. | 33. R. takes Q. (check) |
| 34. K. takes R. | |

White has seven Pawns against six.

(m) This is immediately fatal.

SUPPLEMENTARY NOTES.

We give a diagram of the position after White's 28th move, as there is one variation which does not seem to us to admit of absolute demonstration; the moves selected for our original notes, on the contrary, being intended to be exhaustive. We will therefore notice the more difficult position separately.



Variation :—

29. R. to K. Kt. third
30. Q. to K. B. third

28. K. R. takes doubled P.
29. Q. R. to K. Kt. fourth

This move seems to be the best upon the board, and must be substituted for the moves examined previously.

- | 31. R. to K. B. fifth

This is the only move with which we are perfectly satisfied, as indeed we will endeavour to show presently.

32. R. to K. R. third
33. R. takes Q.
34. R. to K. R. second

32. R. takes Q.
33. Kt. to K. B. fourth

White may also play "R. to K. R. fifth," and "Kt. to K. Kt. third," but without advantage.

- | 34. K. R. to Q. sixth

And all the White pieces being shut up, we have little doubt that Black, although a Pawn behind, has the best game, and the more so on account of the undefended state of White's left wing; but, as we stated above, this variation, branching out as it does into very numerous ramifications, will hardly admit of demonstration. So far, however, as we carried it (and we submitted the position also to the examination of a masterly player of end-games), it bears us out in our opinion that M. St. Amant,

at his 28th move, should have taken the Pawn with his Rook, not with his Knight. We must conclude this notice with a slight substitution for Black's 31st move, to show the truth of a remark hazarded above. Suppose—

- | | |
|-------------------------------|---------------------------|
| 32. Q. to K. B. sixth (check) | 31. Q. R. to K. R. fourth |
| 33. P. takes Q. | 32. Q. takes Q. |
| 34. R. to K. R. third | 33. K. R. to his fifth |
| 35. P. takes R. | 34. R. takes R. |
| | 35. R. to K. B. fifth |

We do not fancy "R. takes P." on account of White's rejoinder, "R. to K. square."

- | | |
|-------------------------|-----------------|
| 36. Kt. to K. Kt. third | 36. R. takes P. |
| 37. R. to K. square | |

And, although Black has won back the Pawn (at any rate for the moment), we do not think his position equal to that which arises in the variation recommended. We may observe, also, that if Black, by way of substitution, play for his 31st move "Q. R. to K. B. fourth," or "Kt. to K. B. fourth," he seems to us to effect nothing.

Between the same Players.

(Remove Black's K. B. Pawn from the Board.)

- | <i>White.</i> (Mr. G. MEDLEY.) | <i>Black.</i> (M. ST. AMANT.) |
|--------------------------------|-------------------------------|
| 1. P. to K. fourth | 1. Q. Kt. to Q. B. third |
| 2. P. to Q. fourth | 2. P. to Q. fourth |
| 3. P. to K. fifth | 3. Q. B. to K. B. fourth |
| 4. Q. B. to K. third | 4. P. to K. third |
| 5. K. Kt. to K. B. third | 5. Q. Kt. to his fifth |
| 6. Q. Kt. to Q. R. third | 6. P. to Q. B. fourth (a) |
| 7. Q. P. takes P. | 7. Q. to her R. fourth |
| 8. P. to Q. B. third | 8. Q. Kt. to Q. B. third |
| 9. Q. Kt. to his fifth | 9. Q. B. to K. Kt. fifth |
| 10. P. to Q. Kt. fourth | 10. Q. to her square |
| 11. Q. B. to Q. fourth (b) | 11. K. Kt. to K. B. third |
| 12. P. to K. R. third | 12. Q. B. to K. B. fourth |
| 13. K. B. to K. second | 13. K. B. to K. second |
| 14. Castles | 14. Castles |
| 15. K. Kt. to K. R. second | 15. B. takes B. |
| 16. Q. takes B. | 16. P. to Q. R. fourth |
| 17. P. to Q. R. third | 17. K. R. to K. B. fifth |
| 18. P. to K. Kt. third | 18. K. R. to K. fifth (c) |
| 19. Q. to K. R. fifth (d) | 19. K. Kt. to K. B. second |

White. (Mr. G. MEDLEY.)

20. P. to K. B. fourth
21. Q. to K. B. third
22. Q. R. P. takes Kt.
23. K. Kt. to his fourth (*e*)
24. Q. R. to his second (*f*)
25. K. R. to Q. R. square
26. K. to his Kt. second
27. R. takes R.
28. Q. to K. second
29. R. to Q. R. square
30. Kt. to K. third
31. Q. to her R. second
32. Q. takes Q.
33. R. to Q. Kt. square
34. R. takes P.
35. R. to Q. Kt. second
36. P. to K. Kt. fourth
37. P. takes Kt.
38. Kt. to Q. B. second
39. K. to his R. second
40. P. to Q. Kt. fifth
41. P. to Q. Kt. sixth
42. P. to K. B. fifth
43. P. to Q. B. sixth
44. P. to Q. Kt. seventh
45. Kt. to Q. Kt. fourth
46. Kt. to Q. R. sixth

Black. (M. ST. AMANT.)

20. Q. to her second
21. Kt. takes Q. Kt. P.
22. Q. takes Kt.
23. P. to Q. R. fifth
24. Q. to her B. fifth
25. R. to K. eighth (check)
26. Q. R. to K. B. square
27. Q. takes R. (check)
28. Q. to her Kt. sixth
29. P. to K. R. fourth (*g*)
30. P. to K. R. fifth
31. Kt. to Q. square
32. P. takes Q.
33. Kt. to Q. B. third
34. R. to Q. R. square
35. R. to Q. R. eighth
36. Kt. takes B.
37. R. to Q. R. sixth
38. R. to K. Kt. sixth (check)
39. R. to Q. sixth
40. B. to Q. square
41. K. to his B. second
42. K. to his second
43. P. takes P.
44. B. to Q. B. second
45. R. to Q. B. sixth

And wins.

Notes.

(a) This seems to be a miscalculation, as Black loses a second Pawn without obtaining any compensation for the sacrifice.

(b) It may be a matter for discussion whether White would have increased his advantage by checking with his Knight at Q. sixth at this or a subsequent stage of the game, or whether he did not in reality gain more by threatening, without making, that move.

(c) A doubtful occupation of an advanced post in the enemy's country, the peril being at least commensurate with the honour.

(d) "Q. to her third" was also a plausible move. The reader may consider this note to be applicable likewise to White's 20th move, *mutatis mutandis*, for instance, reading "Q. to her square" for "Q. to her

third." White plays the whole of this game with care and discrimination, and shows besides a commendable disdain of gaining the advantage by the mere pursuit of the adventurous Black Rook.

(e) Threatening to take the Q. R. Pawn presently with great effect.

(f) Compelling Black to protect his Rook by counter-attack.

(g) Unavailing, but what resource is left?

The ensuing games, in which Herr LÖWENTHAL gave Mr. BRIEN the odds of "the Pawn and move," were played in 1853.

(Remove White's K. B. Pawn from the Board.)

Black. (Mr. BRIEN.)

1. P. to K. fourth
2. P. to Q. fourth
3. Q. to K. R. fifth (check) (a)
4. Q. to her Kt. fifth (check)
5. Q. takes P.
6. K. Kt. to K. B. third
7. P. to Q. B. third
8. Q. to her Kt. third
9. Q. to her B. second
10. Q. B. to K. Kt. fifth
11. Q. B. takes Kt.
12. Q. Kt. to Q. second
13. P. to Q. fifth
14. P. to Q. Kt. fourth
15. B. to Q. third
16. Castles on the King's side
17. P. takes P.
18. K. R. to K. square
19. K. R. to K. fourth
20. B. to Q. B. fourth
21. K. R. to his fourth (c)
22. R. takes B.
23. K. Kt. takes K. Kt. P.
24. Q. Kt. to K. B. third (d)
25. B. to Q. third
26. B. takes P. (check)
27. Kt. takes R.
28. R. to K. square (e)
29. B. to K. fourth

White. (Herr LÖWENTHAL.)

1. P. to Q. third
2. Q. B. to K. third
3. P. to K. Kt. third
4. Q. B. to Q. second
5. Q. Kt. to Q. B. third
6. K. B. to K. Kt. second
7. P. to Q. R. third
8. P. to K. third
9. K. Kt. to K. second
10. Castles
11. Q. takes B.
12. P. to K. fourth
13. Q. Kt. to Q. R. fourth
14. Q. Kt. to his second
15. P. to Q. B. third
16. P. takes P.
17. K. R. to K. B. fifth
18. Q. to K. B. second
19. K. B. to K. R. third
20. K. R. to K. B. third (b)
21. P. to K. Kt. fourth
22. R. takes R.
23. Q. to K. R. fourth
24. R. to K. Kt. third
25. R. takes Kt.
26. K. to his R. square
27. Q. takes Kt.
28. B. to K. R. sixth
29. R. to K. Kt. square

Black. (Mr. BRIEN.)

30. Q. to her B. square
31. Q. takes Q.
32. P. to K. B. third
33. B. to Q. third
34. P. to Q. R. third
35. P. to Q. B. fourth
36. R. to K. fourth
37. R. to K. R. fourth
38. R. to K. R. seventh
39. R. takes R.
40. P. to K. R. fourth
41. P. to K. Kt. fourth
42. B. to Q. B. second
43. K. to his Kt. second
44. K. to his Kt. third
45. P. to K. B. fourth
46. K. takes P.
47. B. to Q. square
48. P. to K. Kt. fifth (check)
49. P. to Q. B. fifth
50. P. to Q. B. sixth
51. B. to K. second
52. P. to Q. Kt. fifth
53. P. to Q. B. seventh
54. P. to Q. Kt. sixth
55. B. to Q. Kt. fifth
56. B. to K. eighth (check)
57. P. to K. R. fifth
58. P. to K. R. sixth (check)
59. P. to K. Kt. sixth
60. P. to K. Kt. seventh (check)
61. K. to his Kt. fifth
62. B. takes P.
63. B. to Q. Kt. third (check)
64. K. to his B. sixth

White. (Herr LÖWENTHAL.)

30. B. to K. B. fourth
31. R. takes Q.
32. B. to Q. second
33. P. to Q. R. fourth
34. P. to Q. R. fifth
35. R. to K. Kt. square
36. K. to his Kt. second
37. K. to his B. third
38. R. to K. Kt. second
39. K. takes R.
40. K. to his R. third
41. B. to K. square
42. B. to Q. second
43. B. to K. square
44. B. to Q. second
45. P. takes P. (check)
46. Kt. to Q. square
47. Kt. to K. B. second
48. K. to his Kt. second
49. Kt. to K. fourth
50. B. to Q. B. square
51. B. to K. R. sixth
52. B. to K. Kt. seventh
53. B. to K. R. sixth
54. B. to Q. B. square
55. K. to his Kt. third
56. K. to his Kt. second
57. Kt. to Q. B. fifth
58. K. to his B. square
59. Kt. takes Q. Kt. P.
60. K. to his Kt. square
61. Kt. takes P.
62. Kt. to K. second
63. K. to his R. second

And wins.

Notes.

(a) Several games illustrating this fine opening at the odds of the Pawn and move will be found in the *C. P. C.* for 1854. The first player,
VOL. IV.

A A

instead of thus gaining the second Pawn at the cost of a slightly-improved position on the part of his adversary, can move "P. to Q. B. fourth," or "P. to K. B. fourth," but the Queen's check leads to more interesting games.

(b) Threatening to win "the exchange."

(c) This was an oversight, unless we are mistaken.

(d) Having the numerical superiority in Pawns, Black plays this move and the prior and subsequent moves connected with it, with the view of allowing his opponent to win both the Knights in exchange for his Rook, the Rook occupying a position very prejudicial to Black's game.

(e) He has four Pawns in exchange for his lost piece.

Between the same Players.

(Remove White's K. B. Pawn from the Board.)

<i>Black.</i> (Mr. BRIEN.)	<i>White.</i> (Hert LÖWENTHAL.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. Q. B. to K. third
3. Q. to K. R. fifth (check)	3. P. to K. Kt. third
4. Q. to her Kt. fifth (check)	4. Q. B. to Q. second
5. Q. takes P.	5. Q. Kt. to Q. B. third
6. K. Kt. to K. B. third	6. P. to Q. R. third
7. Q. to her Kt. third	7. P. to K. third
8. K. B. to Q. third	8. K. B. to K. Kt. second
9. P. to Q. B. third	9. K. Kt. to K. second
10. Q. B. to K. Kt. fifth	10. Castles
11. Q. Kt. to Q. second	11. Q. to K. square
12. B. takes Kt.	12. Kt. takes B.
13. P. to Q. R. fourth	13. P. to Q. R. fourth
14. Castles on the King's side	14. Q. R. to Q. Kt. square
15. Q. to her B. second	15. P. to K. fourth
16. Kt. to Q. B. fourth	16. R. takes Kt. (a)
17. P. takes R.	17. P. takes P.
18. Kt. takes Q. R. P. (b)	18. P. takes P.
19. P. takes P.	19. Q. to K. B. square
20. B. to K. second	20. Q. to K. B. fifth
21. Q. to her B. square	21. Q. to K. R. fifth

And wins. (c)

Notes.

(a) This is not quite sound, but a fair venture in a holiday game at odds.

(b) The capture of this Pawn was unnecessary.

(c) For if "P. to K. B. fourth," then "B. to K. R. third."

Between the same Players.

(Remove White's K. B. Pawn from the Board.)

Black. (Mr. BRIEN.)

1. P. to K. fourth
2. P. to Q. fourth
3. Q. to K. R. fifth (check)
4. Q. to her Kt. fifth
5. Q. takes P.
6. K. Kt. to K. B. third
7. Q. to her Kt. third
8. P. to Q. B. third
9. K. B. to Q. third
10. Q. B. to K. Kt. fifth
11. Q. Kt. to Q. second
12. B. takes Kt.
13. Q. Kt. to K. B. square
14. Q. Kt. to K. Kt. third
15. Castles
16. B. takes P.
17. P. takes R.
18. Q. to her square
19. P. to K. B. third
20. Q. to K. second
21. R. to K. B. second
22. P. to Q. fifth
23. R. to K. Kt. second
24. Kt. to K. B. fifth
25. R. takes B.
26. K. to his R. square
27. R. to K. Kt. square (check)
28. Q. to K. B. second
29. B. to K. B. square

White. (Herr LÖWENTHAL.)

1. P. to Q. third
2. Q. B. to K. third
3. P. to K. Kt. third
4. Q. B. to Q. second
5. Q. Kt. to Q. B. third
6. P. to Q. R. third
7. K. B. to K. Kt. second
8. P. to K. third
9. K. Kt. to K. second
10. Castles
11. Q. to K. square
12. Q. takes B.
13. K. R. to K. B. second
14. B. to K. R. third
15. Q. R. to K. B. square
16. R. takes Kt. (a)
17. R. takes P.
18. R. to K. B. fifth
19. R. to K. R. fifth
20. B. to K. B. fifth
21. P. to K. fourth
22. Kt. to Q. square
23. B. to K. R. sixth (b)
24. B. takes P. (check)
25. P. takes Kt.
26. Q. to K. B. third
27. K. to his B. square
28. Kt. to K. B. second

And wins.

Notes.

(a) This sacrifice seems to be sounder than that made in the previous

game, although it does not succeed equally. The two games were played at the same sitting.

(b) White precipitates the attack. He should have moved his King previously.

CHESS IN GERMANY.

THE following specimens of Austrian Chess skill are extracted from the columns of our late contemporary, the *Wiener Schachzeitung*. Much to the regret of all its English readers, the well-written magazine to which we have referred no longer issues from the press.

(Queen's Knight's Opening.)

White. (Herr HAMPE.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. Q. B. to K. third
6. K. B. takes B.
7. Q. B. takes B.
8. K. Kt. to K. B. third (b)
9. Q. to her second
10. Q. to K. Kt. fifth
11. K. Kt. takes P. (c)
12. K. to Q. second
13. Q. takes K. Kt. P.
14. R. takes Kt.
15. Q. takes Q. (check)
16. P. to K. B. fourth
17. K. to his third
18. K. to his B. third
19. R. to Q. square
20. K. Kt. takes Kt.
21. K. to his Kt. third
22. P. to Q. Kt. third
23. K. to his B. second
24. K. to his third
25. R. to K. R. square
26. P. to K. fifth (check)
27. Kt. to K. fourth

Black. (Herr FALKBEER.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. K. Kt. to K. B. third
4. P. to Q. third
5. Q. B. to K. third
6. P. takes B.
7. P. takes B. (a)
8. Q. Kt. to Q. B. third
9. P. to Q. R. third
10. Q. Kt. to Q. fifth
11. Q. Kt. takes Q. B. P. (check)
12. Q. Kt. takes Q. R.
13. K. R. to K. B. square (d)
14. Q. to K. second (e)
15. K. takes Q.
16. Q. R. to Q. square
17. K. R. to K. Kt. square
18. P. to K. R. fourth
19. Kt. to K. Kt. fifth
20. P. takes Kt. (check)
21. P. to Q. Kt. fourth
22. Q. R. to Q. second
23. K. R. to Q. square
24. K. R. to his square
25. K. to Q. third (f)
26. K. to Q. B. third
27. Q. R. to K. R. second

White. (Herr HAMPE.)

28. R. to Q. B. square
29. R. takes Q. B. P. (check)
30. R. to Q. B. second
31. Kt. to K. B. sixth
32. P. takes R.
33. P. takes K. Kt. P.
34. P. to K. Kt. fifth
35. P. takes Q. R. P.
36. K. to his B. third (*g*)
37. P. to K. Kt. sixth
38. P. to K. Kt. seventh
39. Kt. to Q. seventh (check)
40. Kt. to K. B. eighth

Black. (Herr FALKBEER.)

28. Q. R. takes K. R. P.
29. K. to Q. Kt. third
30. P. to Q. R. fourth
31. K. R. to his sixth (check)
32. R. takes R.
33. R. takes Q. R. P.
34. P. to Q. R. fifth
35. Q. Kt. P. takes P.
36. R. to K. R. seventh
37. R. to K. R. square
38. R. to Q. R. square
39. K. to Q. B. third

And wins.

Notes.

(a) Herr Falkbeer, so far as we can judge from his printed games, seems to have less objection to doubled Pawns than most other players of his force have. It is true indeed that, as every fact, properly made use of, has two aspects, one favourable to ourselves, the other to our opponents, so in compensation for doubled Pawns a player not rarely obtains scope for attack and freedom of action for his pieces. Upon the whole view, however, the objections against the doubled Pawn theory prevail, for attacks may be short-lived, but the positive disadvantage in force always remains. Least of all can the adoption of the theory be recommended to any save the class of *attacking* players. To this class Herr Falkbeer eminently belongs, his opponent in the present game belonging, on the contrary (unless we are mistaken), to the class which displays intrepidity under difficulties.

(b) When an opponent's Pawns are doubled, two systems may be employed against them. We may either proceed at once to the attack upon them, or play a waiting defensive game, leaving to the universal master, Time, the demonstration of their inherent weakness.

(c) The sacrifice of the exchange is somewhat hazardous. Ordinary games give greater latitude to the doctrine of chances than is allowed by the severity of set matches.

(d) Before thus defending himself, Black could have checked with his Knight at Q. Kt. sixth, doubling and disturbing the Pawns at White's left wing, at the cost, however, of a move, and that move—as the variations suggested by our contemporary, which are given in our next note, will prove—one of the greatest consequence.

(e) Through not playing for the comparatively trifling advantage mentioned in note (d), Black, as the *Wiener Schachzeitung* shows, can now make an important move. Suppose

- | | |
|-----------------------------|--|
| 15. Q. takes Q. B. P. | 14. Q. to her fifth |
| 16. Kt. to K. second | 15. Q. takes K. B. P. (check) (See (A) for best) |
| 17. Q. takes Q. Kt. P., &c. | 16. R. to Q. square |

(A)

- | | |
|----------------------|----------------------------|
| 16. K. to his second | 15. R. to Q. square (best) |
|----------------------|----------------------------|
- If "R. to K. B. square," Black can play "Kt. to K. Kt. fifth," but if "P. to K. B. third," Black can rejoin with "Kt. takes K. P. (check)."
- | |
|----------------------|
| 16. Kt. to Q. fourth |
|----------------------|

With a fine game.

(f) Evidently Black, if he did not aim at winning the game, could equalize it at once by moving his King's Rook backwards and forwards to Q. and K. R. squares.

(g) The *Wiener Schachzeitung* notices here, but does not analyze, "P. to K. B. fifth." It also gives the following variation:—

- | | |
|--------------------------|-----------------------------|
| 36. K. to his B. third | 36. P. to Q. R. sixth |
| 37. P. to K. Kt. sixth | 37. R. to Q. R. eighth |
| 38. K. to his B. second | 38. P. to Q. R. seventh |
| 39. P. to K. Kt. seventh | 39. R. to K. R. eighth, &c. |

Between the same Players.

(King's Knight's Opening Irregular.)

White. (Herr HAMPE.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. B. takes Q. Kt. P.
5. P. to Q. third
6. K. B. to Q. B. fourth
7. P. takes P.
8. K. B. to Q. Kt. fifth (check)
9. B. takes B. (check)
10. P. to K. R. third
11. Q. to K. second
12. Q. Kt. to Q. square
13. P. to Q. B. third
14. Q. takes P.
15. Q. to her B. second

Black. (Herr FALKBEER.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. Kt. fourth (a)
4. K. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to Q. fourth (b)
7. P. takes P.
8. Q. B. to Q. second
9. Q. Kt. takes B.
10. Q. to her Kt. third
11. Castles on the K. side
12. P. to K. fifth
13. P. takes Q. P.
14. Q. Kt. to K. fourth
15. Q. to her R. third

White. (Herr HAMPE.)

16. K. Kt. to K. second.
17. K. to his B. square
18. B. to K. third
19. P. takes B.
20. P. to K. Kt. third
21. Kt. takes Kt.
22. P. takes K. B. P.
23. K. to his Kt. second
24. Q. to her second
25. K. R. to K. Kt. square
26. K. to his R. second
27. K. R. to K. Kt. second
28. Q. Kt. to K. B. second
29. Q. Kt. to K. Kt. fourth
30. Q. R. to K. square
31. P. takes Kt.

Black. (Herr FALKBEER.)

16. Q. Kt. to Q. sixth (check)
17. K. Kt. to K. fifth
18. B. takes B.
19. P. to K. B. fourth
20. K. Kt. takes K. Kt. P. (check)(c)
21. P. to K. B. fifth (d)
22. K. R. takes P. (check)
23. Q. to K. Kt. third
24. Q. R. to K. B. square
25. K. R. to K. B. sixth
26. Q. to K. third (e)
27. Kt. to K. B. fifth
28. Kt. takes K. R.
29. Kt. to K. sixth
30. Kt. takes Kt. (check)
31. Q. to her third

And wins.

Notes.

(a) In a little game between Herren Horwitz and Schulten, which was published in an early volume of the *C. P. C.*, and has been reprinted in the "English Handbook," p. 234, this move arises from a different opening. The moves run :—

- | | |
|--------------------------|-----------------------------|
| 1. P. to K. fourth | 1. P. to K. fourth |
| 2. K. B. to Q. B. fourth | 2. K. Kt. to K. B. third |
| 3. Q. Kt. to Q. B. third | 3. P. to Q. Kt. fourth, &c. |

It is a kind of Evans Gambit for the second player.

(b) In the game referred to Herr Horwitz played "Q. to her Kt. third." Our readers should peruse the game which we have quoted, as it is capitally played by Herr Horwitz, and is indeed one of the best specimens of his genius extant.

(c) This sacrifice is very ably conceived, the following moves also being worthy of the highest praise.

(d) If "Kt. to Q. Kt. fifth (discovering check)," White could have played, by way of answer, "Q. to K. second."

(e) The *Wiener Schachzeitung* gives an interesting variation at this stage of the game :—

- | | |
|---------------------------|---------------------------------|
| 27. Kt. takes R. | 26. R. to K. B. seventh (check) |
| 28. Q. takes R. | 27. R. takes Kt. (check) |
| 29. Q. R. to K. B. square | 28. Kt. takes Q. |
| 30. Kt. to K. B. fifth | 29. Kt. to Q. sixth or K. fifth |

And must win.

FROM our usual source we continue the selection from the fine games of the Prussian masters.

(*Scotch Opening.*)

White. (Herr V. H. D. LASA.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. K. B. to Q. B. fourth
5. P. to Q. B. third
6. P. takes P. (*b*)
7. Castles
8. K. Kt. to his fifth
9. K. Kt. takes K. B. P.
10. B. takes Kt. (check)
11. Q. to K. R. fifth (check)
12. Q. takes B.
13. Q. to her Kt. fifth
14. Q. to her Kt. third (check)
15. Q. takes Q. Kt. P. (*d*)
16. K. R. to K. square
17. Q. to her R. seventh
18. B. to K. Kt. fifth
19. B. takes Kt.
20. Kt. to Q. second
21. P. to Q. R. fourth
22. P. to Q. R. fifth
23. Q. to her fourth
24. P. to K. B. fourth
25. K. R. to K. B. square
26. P. to Q. B. fourth
27. Q. to her B. third
28. P. to K. R. third
29. P. to K. B. fifth
30. P. takes P.
31. Q. to K. third
32. P. to K. B. sixth

Black. (Herr HANSTEIN.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. P. takes P.
4. K. B. to Q. Kt. fifth (check) (*a*)
5. P. takes P.
6. K. B. to Q. B. fourth (*c*)
7. K. Kt. to K. second
8. Q. Kt. to K. fourth
9. Kt. takes Kt.
10. K. takes B.
11. P. to K. Kt. third
12. P. to Q. third
13. P. to Q. R. third
14. B. to K. third
15. B. to Q. B. fifth
16. Q. R. to Q. Kt. square
17. Q. R. to Q. Kt. third
18. Q. to her second
19. Q. takes B.
20. B. to K. third
21. K. R. to Q. Kt. square
22. Q. R. to Q. Kt. seventh (*e*)
23. Q. to K. Kt. fourth
24. Q. to K. R. fifth
25. Q. R. to Q. Kt. fourth
26. Q. R. to Q. Kt. fifth
27. Q. to K. Kt. fifth
28. Q. to K. R. fourth
29. P. takes P.
30. B. to Q. second
31. Q. to K. R. fifth

And wins.

Notes.

(a) It is now held almost unanimously that "K. B. to Q. B. fourth" is a safer move. "K. B. to Q. Kt. fifth," at the time at which this game was played, was in more demand. M'Donnell's valuable move, "Q. to K. B. third," should be adopted more frequently than it is in the present day, as it gives great resource to the second player.

(b) This move was brought in mainly by Mr. Cochrane.

(c) "K. B. to Q. R. fourth" is the move given in the books.

(d) This capture subjects the Queen to a temporary imprisonment, but White manages to release her at the right moment.

(e) The *Berliner Schachzeitung* notices the ensuing variation :—

23. P. takes R.

24. P. takes Q.

22. K. R. to Q. Kt. second

23. R. takes Q.

followed by "R. takes Q. R. P.," &c.

Between the same Players.

(Giuoco Piano.)

White. (Herr HANSTEIN.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. P. to K. R. third
6. Q. B. to K. Kt. fifth
7. Q. B. to K. R. fourth
8. P. to Q. R. third
9. K. B. to Q. Kt. fifth
10. K. B. takes Kt.
11. P. to Q. Kt. fourth
12. P. to Q. B. fourth
13. B. to K. Kt. third
14. B. to K. R. second
15. B. takes Kt.
16. Q. Kt. to Q. second
17. Q. to K. second
18. Q. R. to Q. Kt. square
19. K. to Q. square
20. Q. P. takes P.
21. P. to Q. B. fifth

Black. (Herr V. H. D. LARA.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. P. to Q. third
5. K. Kt. to K. B. third
6. P. to K. R. third
7. Q. to K. second
8. Q. B. to K. third
9. Castles on the Queen's side (a)
10. P. takes B.
11. B. to Q. Kt. third
12. P. to K. Kt. fourth
13. Kt. to K. R. fourth
14. Kt. to K. B. fifth
15. K. P. takes P.
16. P. to K. B. fourth
17. Q. to K. Kt. second
18. K. R. to K. square
19. P. takes K. P.
20. P. to Q. fourth
21. Q. P. takes P.

White. (Herr HANSTEIN.)
 22. Q. to her R. sixth (check)
 23. P. takes B.
 24. K. R. to K. square (b)
 25. P. takes P.
 26. K. R. to K. second

Black. (Herr V. H. D. LASA.)
 22. K. to Q. Kt. square
 23. Q. B. P. takes P.
 24. P. takes Kt.
 25. Q. to her B. sixth
 26. B. to Q. B. fifth

And wins.

Notes.

(a) How rare is the combination of spirit with solidity which is found in these magnificent games! Is it too much to say that these Prussian masters, if they had played matches, would have produced games equal to those of De La Bourdonnais and M'Donnell, *when their ordinary games fall so little, if they do fall, beneath the standard of the match-play of those illustrious combatants?*

(b) White does not seem to have any good moves left at this point. We may make also the same remark upon the position at his 26th and 27th moves. This game was played in 1841.

Between the same Players. (1841.)

(King's Bishop's Gambit.)

White. (Herr V. H. D. LASA.)
 1. P. to K. fourth
 2. P. to K. B. fourth
 3. K. B. to Q. B. fourth
 4. K. to his B. square
 5. Q. Kt. to Q. B. third
 6. Q. Kt. to Q. fifth
 7. Q. to K. B. third
 P. to K. Kt. third
 9. K. to his second
 10. P. takes P.
 11. K. to his third
 12. Q. to K. Kt. third
 13. P. to Q. B. third
 14. K. Kt. takes B.
 15. K. Kt. to his fifth
 16. P. to Q. Kt. third (b)
 17. Kt. takes P. (check)

Black. (Herr HANSTEIN.)
 1. P. to K. fourth
 2. P. takes P.
 3. Q. to K. R. fifth (check)
 4. P. to Q. third (a)
 5. P. to K. Kt. fourth
 6. K. to Q. square
 7. K. B. to K. Kt. second
 8. Q. B. to K. R. sixth (check)
 9. Q. to K. Kt. fifth
 10. Q. to K. Kt. seventh (check)
 11. P. to K. Kt. fifth
 12. P. to Q. B. fourth
 13. Q. takes K. R.
 14. P. to K. R. fourth
 15. K. Kt. to K. R. third
 16. P. to K. R. fifth (c)
 17. K. to Q. second (d)

White. (Herr V. H. D. LASA.)

18. Q. to K. B. second
19. Q. to K. B. third
20. K. takes Q.
21. Q. B. to Q. Kt. second
22. Q. R. to K. R. square
23. R. takes P.

Black. (Herr HANSTEIN.)

18. P. to K. Kt. sixth
19. Q. takes Q. (check) (e)
20. P. takes P.
21. Kt. takes Kt.
22. Q. Kt. to Q. B. third
23. Q. R. to K. B. square

And Black won the game.

Notes.

(a) De La Bourdonnais defended one of his games with M'Donnell in this manner, but it is not thought the best way of playing, as White can recover the Gambit Pawn by Cozio's move, "Q. to K. B. third." It is, however, a much better move than it is generally represented, especially if the subsequent position be looked to attentively.

(b) Our contemporary notices "Q. to K. R. fourth" as leading to a variation of importance.

(c) An excellent move both for attack and defence. The play of Herr Hanstein, who unfortunately for Chess is now lost to us, was always profound as well as brilliant.

(d) Evidently, if he had taken the Knight with Knight, White would have taken the K. Kt. Pawn with his Queen. This remark has been made previously by our contemporary.

(e) It may be as well to remind the younger reader that, if Black instead of thus exchanging Queens had played "P. to K. Kt. seventh," White could have checked with his Queen at K. R. third square.

CHESS IN THE PROVINCES.

Herr FALKBEER gives the Hon. Sec. of the Richmond Chess-Club the odds of the Q. Kt.

(*Evans' Gambit.*)

(*Remove White's Q. Kt. from the Board.*)

White. (Herr FALKBEER.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth
5. P. to Q. B. third
6. Castles
7. P. to Q. fourth

Black. (Mr. HARRIS.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. B. takes P.
5. K. B. to Q. R. fourth
6. P. to Q. third
7. K. Kt. to K. second

White. (Herr FALKBEER.)

8. K. Kt. to his fifth
9. P. takes Q. P.
10. Kt. takes K. B. P.
11. Q. to K. B. third (check)
12. Q. B. to K. Kt. fifth (b)
13. Q. takes Kt. (check)
14. Q. to K. B. seventh (check)
15. P. takes P.
16. Q. B. to Q. square (check)
17. Q. to her fifth
18. K. B. to K. square
19. K. takes B.
20. K. to his Kt. square
21. Q. takes Kt.
22. B. to K. sixth
23. K. to his R. square
24. R. takes B. (check)

Black. (Mr. HARRIS.)

8. P. to Q. fourth
9. K. Kt. takes P. (a)
10. K. takes Kt.
11. K. to his third
12. Q. takes B.
13. K. to his second
14. K. to Q. square
15. Kt. takes P.
16. B. to Q. second
17. K. B. to Q. Kt. third
18. B. takes K. B. P. (check) (c)
19. R. to K. B. square (check)
20. Kt. to K. B. sixth (check)
21. R. takes Q.
22. Q. to her B. fourth (check)
23. R. to K. sixth
24. K. to his square

And wins.

Notes.

(a) The position now resembles one of the variations of the Two Knights' game, but there are points of difference as well as resemblance.

(b) "Q. B. to Q. R. third," commanding an important diagonal, is a good move. If to "Q. B. to Q. B. third" be made the answer "Q. Kt. to K. second," White can play one of his Rooks to K. square, threatening to take the King's Pawn.

(c) Black plays the terminating moves very skilfully.

ANOTHER amusing game between the same Players at the same odds.

*(Giucco Piano.)**(Remove White's Q. Kt. from the Board.)**White.* (Herr FALKBEER.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third.
5. P. to Q. fourth

Black. (Mr. HARRIS.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. Kt. to K. B. third
5. P. takes P.

White. (Herr FALKBEER.)

6. Castles
7. P. takes P.
8. Q. B. to K. Kt. fifth
9. Q. to her Kt. third
10. P. to K. fifth
11. P. takes P.
12. P. takes Kt.
13. Q. to her B. third
14. P. to K. R. fourth
15. K. R. to K. square
16. Q. takes B.
17. R. to K. seventh
18. K. to his R. square
19. Q. B. to K. square
20. P. takes R.
21. Q. to her third
22. B. to K. fourth
23. P. to K. Kt. fourth

Black. (Mr. HARRIS.)

6. P. to Q. third
7. B. to Q. Kt. third
8. Q. B. to K. Kt. fifth
9. Castles
10. P. takes P.
11. B. takes Kt.
12. Kt. to Q. fifth
13. B. to K. seventh
14. P. to K. Kt. third
15. B. takes B.
16. Q. to her second
17. Q. to K. Kt. fifth (a)
18. Q. R. to K. square
19. R. takes R.
20. R. to K. square
21. Kt. to K. B. fourth
22. Q. to K. R. fourth (b)

And wins.

Notes.

- (a) "Q. to her Kt. fourth" is perhaps a better move.
 (b) "Kt. to K. Kt. sixth" would yield him more resource.

OBITUARY.

To the great regret of all who knew him, Signor TASSINARI died shortly after his arrival in his native country. That skilful Chess-player visited England in order to be present at the last anniversary of the Northern and Midland Counties Chess Association. On his way back to Italy, he sojourned for some few months in Paris. In that city he encountered the strongest players whom he could meet, nor did he cope with them without honour. The most distinguishing feature of his play was that he was always solid, that he eschewed tinsel, and loved reality. Not his was the gift of charlatanism. He never endeavoured to take up an undue position, nor to trade upon a temporary triumph. He courted danger in Chess with the true spirit of an amateur. We mean by this that he tried to get good play against him, that he did not stand upon an imaginary fame, upon a hollow reputation. In a word, Signor TASSINARI was a scholar and a gentleman, not a mere Chess-player.

MISCELLANEOUS.

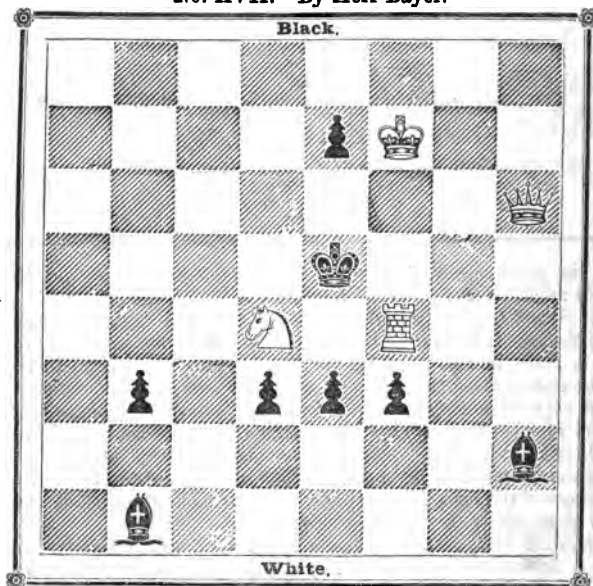
THE Match between Messrs. CAMPBELL and KENNY ended in favour of the former gentleman. The winner scored seven games, his opponent three, and one game was equal. This was Mr. CAMPBELL's maiden match.

HERB KLING has opened a Subscription-Room at 454 New Oxford Street. Town Members pay one guinea, and Country Members 10s. 6d. per annum. Several good players have already joined this circle.

PROBLEMS.

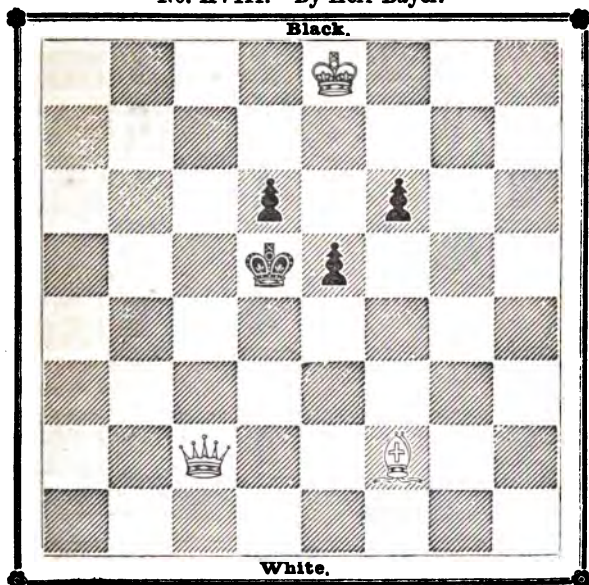
IN 1855 we presented our readers with some fine Problems by Herr CONRAD BAYER, extracted from the *Wiener Schachzeitung*. As he is generally admitted by the best judges to be a Problem-inventor of the first order, and that in a country which has already produced a KLING and a HORWITZ, we continue this month our extract. We have purposely taken mates from three to six moves, to show better the distinguished composer's style. The natural appearance of these positions is a great merit in them, and is to be ascribed to Herr BAYER's excellence in play over the board.

No. XVII.—By Herr Bayer.



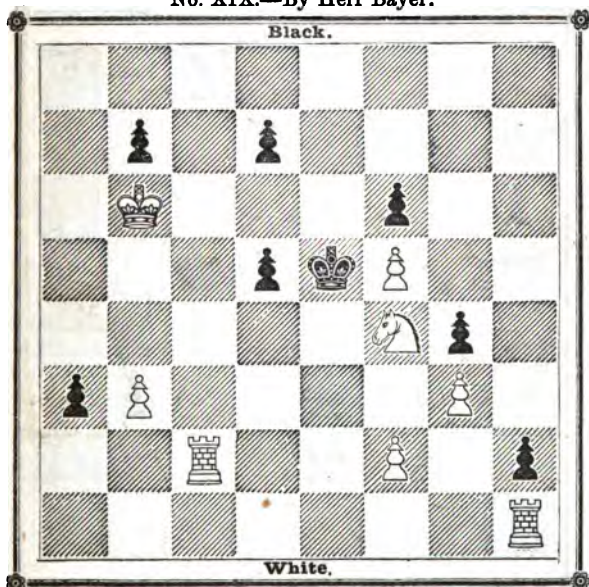
White to play and mate in three moves.

No. XVIII.—By Herr Bayer.



White to play and mate in four moves.

No. XIX.—By Herr Bayer.



White to play and mate in four moves.

No. XX.—By Herr Bayer.



White to play and mate in five moves.

No. XXI.—By Herr Bayer.



White to play and mate in six moves.

CHESS IN THE METROPOLIS.

THE following games were played in 1853 between Herr LÖWENTHAL and Mr. BRIEN. They are not indeed very remarkable for their precision and solidity, the best games between the same players having been already from time to time selected by us for publication. The present games will tend rather to illustrate the average play at the date assigned to them.

(King's Bishop's Gambit.)

(Remove Black's Queen's Rook and White's Queen's Knight from the Board.)

Black. (Herr LÖWENTHAL.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. B. to Q. B. fourth
4. P. takes P.
5. K. to his B. square
6. K. B. to Q. Kt. fifth (check)
7. B. takes B. (check)
8. K. Kt. takes P.
9. P. to Q. B. fourth
10. P. to Q. fourth
11. Q. Kt. to Q. B. third
12. P. to Q. B. fifth
13. B. takes B.
14. P. to K. Kt. third
15. K. to his Kt. second
16. Q. to her R. fourth (check)
17. R. to K. square
18. P. takes P. (check)
19. P. to K. R. third
20. K. to his B. second
21. Q. takes Q.
22. K. Kt. to K. fifth (check)
23. R. to Q. square
24. K. Kt. takes K. B. P.
25. R. takes Kt.
26. K. to his third
27. Kt. to K. fourth
28. R. to Q. R. fourth

White. (Mr. BRIEN.)

1. P. to K. fourth
2. P. takes P.
3. P. to Q. fourth
4. Q. to K. R. fifth (check)
5. P. to K. B. sixth (a)
6. Q. B. to Q. second
7. K. takes B.
8. Q. to K. R. fourth
9. Kt. to K. B. third
10. Q. to K. B. fourth
11. B. to Q. third
12. B. to K. B. fifth
13. Q. takes B.
14. Q. to K. B. fourth
15. Kt. to K. Kt. fifth
16. P. to Q. B. third
17. K. R. to K. square
18. P. takes P.
19. Kt. to K. sixth (check)
20. Q. to her B. seventh (check)
21. Kt. takes Q.
22. K. to Q. B. second
23. Kt. takes P.
24. K. R. to K. B. square
25. R. takes Kt. (check)
26. Q. R. to K. square (check)
27. K. R. to K. B. eighth
28. K. R. to Q. B. eighth

Black. (Herr LÖWENTHAL.)

29. K. to Q. second (*b*)
30. R. takes P. (check)
31. R. to Q. R. fourth
32. K. to Q. B. third
33. R. to Q. Kt. fourth (check)
34. K. to Q. third
35. R. to Q. Kt. third
36. R. takes R.
37. K. to Q. B. third
38. Kt. to K. Kt. fifth
39. K. to Q. fourth
40. Kt. to K. sixth
41. Kt. to K. B. fourth
42. Kt. to K. sixth

White. (Mr. BRIEN.)

29. K. R. to K. Kt. eighth
30. K. to Q. Kt. square
31. K. R. to K. Kt. seventh (check)
32. K. R. to K. seventh
33. K. to Q. B. second
34. K. R. to K. Kt. seventh
35. Q. R. to Q. Kt. square
36. K. takes R.
37. R. to K. seventh
38. R. to K. sixth (check)
39. R. takes P.
40. P. to K. Kt. third
41. P. to K. Kt. fourth
42. P. to K. R. third

And wins.

Notes.

(*a*) The second player does not make a commendable defence. Much, it is true, can be risked at odds, but not too much at the odds of the exchange.

(*b*) If Black had now played "R. takes P. (check)," he must have lost either his Knight or Q. B. Pawn.

Between the same Players.

(Irregular Opening.)

(Remove Black's Q. R. and White's Q. Kt. from the Board.)

Black. (Herr LÖWENTHAL.)

1. P. to K. fourth
2. P. to Q. B. fourth
3. P. to K. B. fourth
4. K. Kt. to K. B. third
5. P. to K. fifth
6. Q. Kt. to Q. B. third
7. Q. Kt. to K. fourth
8. Q. to her Kt. third
9. K. B. to K. second
10. P. takes P.

White. (Mr. BRIEN.)

1. P. to K. third
2. P. to Q. B. fourth
3. P. to K. Kt. third
4. K. B. to K. Kt. second (*a*)
5. Kt. to K. second
6. Castles
7. Q. to her R. fourth
8. P. to K. B. third
9. P. takes P.
10. Kt. to Q. B. third

Black. (Herr LÖWENTHAL.)

11. P. to K. R. fourth
12. P. to K. R. fifth
13. B. takes Kt.
14. P. takes P.
15. Q. takes Q. B. P.
16. Q. to her Kt. third
17. Kt. to Q. B. third
18. K. to Q. square
19. B. takes P. (check)
20. Q. Kt. P. takes B.
21. P. to Q. B. fourth (c)
22. B. to Q. Kt. second (check)
23. B. takes B. (check)
24. P. to Q. B. fifth
25. P. takes P.

White. (Mr. BRIEN.)

11. Kt. takes P.
12. Kt. takes Kt. (check)
13. P. to Q. fourth
14. P. to Q. B. fifth
15. P. takes P.
16. B. to K. B. fourth
17. Q. R. to K. square (check)
18. B. takes Kt. (b)
19. K. to his R. square
20. B. to Q. second
21. B. to K. third (d)
22. K. to his Kt. square
23. R. takes B.
24. K. R. to K. square

And wins. (e)

Notes.

(a) This style of opening has become more or less fashionable in the present day. It always strikes us, however, as hole-and-corner play, and that which should not be adopted in the famous game of Chess.

(b) An imprudent capture.

(c) The commanding position of his Bishops enables Black to allow his Queen to be attacked by "B. to Q. R. fifth square."

(d) Evidently he would have been mated if he had attacked the Queen.

(e) The reader will perceive at once the reasons why White gave up the game at this stage.

Between the same Players.

(Centre Gambit.)

(Remove Black's Q. R. and White's Q. Kt. from the Board.)

Black. (Herr LÖWENTHAL.)

1. P. to K. fourth
2. P. to Q. fourth
3. K. Kt. to K. B. third
4. K. B. to Q. B. fourth
5. P. to Q. B. third
6. P. to Q. Kt. fourth

White. (Mr. BRIEN.)

1. P. to K. fourth
2. P. takes P.
3. K. B. to Q. B. fourth
4. P. to Q. third
5. P. to Q. sixth
6. K. B. to Q. Kt. third

Black. (Herr LÖWENTHAL.)

7. Q. to her Kt. third
8. Castles
9. Q. B. to K. Kt. fifth
10. Q. takes B.
11. Q. takes P. at her third
12. Q. Kt. to Q. second
13. K. Kt. to K. R. fourth
14. K. Kt. to K. B. fifth
15. Q. to K. Kt. third (*a*)
16. Q. to K. Kt. fourth

White. (Mr. BRIEN.)

7. Q. to K. second
8. Q. B. to K. third
9. B. takes B.
10. Kt. to K. B. third
11. Castles on the King's side
12. K. to his R. square
13. Q. to K. third
14. Q. R. to K. square
15. Kt. takes K. P.
16. Kt. takes K. B. P.

And wins.

Notes.

- (*a*) "Accept a miracle! Instead of wit
See two dull lines by Stanhope's pencil writ!"

Between the same Players.

(French Opening.)

(Remove Black's Q. R. and White's Q. Kt. from the Board.)

Black. (Herr LÖWENTHAL.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. fifth (*a*)
4. P. to Q. B. third
5. P. to K. B. fourth
6. K. Kt. to K. B. third
7. Q. B. to K. third
8. K. B. to K. second
9. P. to K. R. third
10. K. to his B. square
11. Q. to her B. square
12. P. to K. Kt. third
13. K. to his Kt. second
14. Q. to K. square
15. Q. B. to Q. second
16. Q. B. to his square
17. P. to K. Kt. fourth

White. (Mr. BRIEN.)

1. P. to K. third
2. P. to Q. fourth
3. P. to Q. B. fourth
4. P. to Q. B. fifth (*b*)
5. Kt. to K. R. third
6. B. to K. second
7. Castles
8. P. to K. B. fourth
9. B. to K. R. fifth (check)
10. Q. B. to Q. second
11. P. to Q. Kt. fourth
12. K. B. to K. second
13. P. to Q. R. fourth
14. P. to Q. Kt. fifth
15. Q. to her Kt. third
16. K. R. to Q. Kt. square
17. P. to K. Kt. third

Black. (Herr LÖWENTHAL.)

18. P. to K. Kt. fifth
19. Q. to K. Kt. third
20. P. to K. R. fourth
21. P. to K. R. fifth
22. Kt. to K. square (c)
23. Kt. to K. B. third
24. P. to Q. R. third
25. Kt. takes P.
26. P. takes B.
27. Q. to K. square
28. B. to Q. square
29. K. to his Kt. third
30. P. to K. R. sixth (check)
31. R. to K. R. second (d)

White. (Mr. BRIEN.)

18. Kt. to K. B. second
19. K. to his Kt. second
20. K. R. to his square
21. B. to Q. R. fifth
22. B. to Q. B. third
23. P. to Q. R. fifth
24. P. takes Q. R. P.
25. B. takes Kt.
26. Q. to her Kt. sixth
27. Q. R. to Q. Kt. square
28. Q. to her R. seventh (check)
29. R. to Q. Kt. eighth
30. K. to his B. square
31. Q. to her R. eighth

And wins.

Notes.

(a) This move can be played more safely in games in which the second player is without his Queen's Knight than it can in games wherein no pieces are taken off the board.

(b) A safe move, when the first player has no Queen's Rook.

(c) To prevent the Bishop from arriving at K. fifth square.

(d) A fatal mistake, which loses the game immediately.

Between the same Players.

(Remove Black's K. B. Pawn from the Board.)

White. (Mr. BRIEN.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to Q. fifth
4. P. to Q. B. fourth
5. K. B. to K. second
6. Q. Kt. to Q. B. third
7. K. B. to K. R. fifth (check)
8. K. B. to K. second
9. P. to K. R. fourth
10. P. to K. Kt. fourth
11. B. takes P. (check) (a)

Black. (Herr LÖWENTHAL.)

1. P. to K. third
2. P. to Q. B. fourth
3. P. to Q. third
4. P. to K. fourth
5. K. Kt. to K. B. third
6. K. B. to K. second
7. P. to K. Kt. third
8. P. to K. R. third
9. K. to his B. second
10. K. to his Kt. second
11. R. takes B.

<i>White.</i> (Mr. BRIEN.)	<i>Black.</i> (Herr LÖWENTHAL.)
12. P. to K. Kt. fifth	12. R. to K. R. square
13. P. takes Kt. (check)	13. B. takes P.
14. P. to K. R. fifth	14. B. to K. R. fifth (<i>b</i>)
15. Kt. to K. B. third	15. R. takes P.
16. R. takes B.	16. R. takes R.
17. Kt. takes R.	17. Q. takes Kt.
18. B. to K. B. third	18. Kt. to Q. second
19. Kt. to Q. Kt. fifth	19. Kt. to K. B. third (<i>c</i>)
20. Kt. takes Q. P.	20. B. to K. Kt. fifth
21. Q. to her Kt. third	21. R. to K. B. square
22. Castles	22. Kt. takes K. P.
23. Q. takes P. (check)	23. K. to his Kt. square
24. R. to K. R. square	24. Q. to K. Kt. fourth (check)
25. K. to Q. Kt. square	25. Kt. to K. B. third
26. Q. to K. seventh	26. B. takes B.
27. R. to K. R. eighth (check)	27. K. takes R.
28. Q. takes R. (check)	28. K. to his R. second
29. Q. to K. seventh (check)	29. K. to his Kt. square
30. Q. to K. B. seventh (check)	

Giving perpetual check (*d*)

Notes.

(*a*) This game is played upon the "give and take" principle more than for purposes of solidity. The present train of play loses a Pawn ultimately.

(*b*) A somewhat dexterous move to secure the gain of a Pawn. If the answer be "P. takes P.," Black would evidently play "B. takes K. B. P. (check)."

(*c*) To this move may be applied the remark made in note (*a*).

(*d*) This result is forced by the position of White's Knight.

Between the same Players.

(Remove Black's K. B. Pawn from the Board.)

<i>White.</i> (Mr. BRIEN.)	<i>Black.</i> (Herr LÖWENTHAL.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. Q. B. to K. third
3. P. to Q. B. fourth (<i>a</i>)	3. B. to K. B. second
4. Q. Kt. to Q. B. third	4. P. to K. fourth

White. (Mr. BRIEN.)

5. P. to Q. fifth
6. Q. B. to K. third
7. P. to K. R. third
8. K. Kt. to K. B. third
9. K. B. to Q. third
10. Castles
11. K. Kt. to K. R. second
12. P. to K. Kt. third
13. Kt. to K. Kt. fourth
14. Kt. takes Kt. (check)
15. K. B. to K. second
16. K. to his R. second
17. P. to Q. B. fifth (c)
18. Kt. takes P.
19. Q. takes B.
20. B. to Q. Kt. fifth (check)
21. Q. takes Q. Kt. P. (check)
22. B. to Q. seventh
23. P. to Q. B. sixth
24. Q. to her R. sixth
25. Q. R. to Q. Kt. square
26. R. takes R.
27. R. to Q. Kt. seventh

Black. (Herr LÖWENTHAL.)

5. Q. Kt. to Q. second
6. K. Kt. to K. B. third
7. P. to Q. B. third
8. P. to K. R. third
9. K. B. to K. second
10. P. to K. Kt. fourth
11. K. Kt. to K. R. fourth
12. Q. Kt. to K. B. third
13. K. Kt. to his second
14. B. takes Kt.
15. P. to K. R. fourth
16. Q. to K. second (b)
17. P. takes Q. P.
18. B. takes Kt.
19. Q. to K. third
20. K. to his B. second
21. K. to his Kt. third
22. Q. to K. second
23. K. R. to Q. Kt. square
24. R. takes P.
25. R. takes R.
26. Kt. to K. third

And wins.

Notes.

(a) This is a sound move, but does not lead to such interesting positions as those which spring from "Q. to K. R. fifth (check)."

(b) "P. to K. Kt. fifth" was a tempting move, but White, by way of rejoinder, could have left the Pawn untouched, and also not have been deceived into moving his K. R. Pawn prematurely.

(c) An important diversion, which wins the game.

We give two games from the series played in the M'Donnell Chess-Club between Messrs. GREEN and JANSSENS.

*(King's Bishop's Gambit.)**White.* (Mr. GREEN.)

1. P. to K. fourth
2. P. to K. B. fourth

Black. (Mr. JANSSENS.)

1. P. to K. fourth
2. P. takes P.

White. (Mr. GREEN.)

- K. B. to Q. B. fourth
4. P. takes P. (*a*)
5. K. to his B. square
6. K. B. to Q. Kt. fifth (check)
7. K. Kt. takes P.
8. P. takes P.
9. K. B. to Q. B. fourth
10. Q. Kt. to Q. B. third
11. P. to Q. fourth
12. Q. B. to K. Kt. fifth
13. B. takes Kt.
14. K. Kt. to K. fifth
15. B. takes K. B. P. (check)
16. Q. to K. B. third
17. K. to his second (*d*)
18. Kt. takes R. (check)
19. P. to K. R. fourth (*e*)
20. K. to Q. second
21. Q. R. to K. square
22. Kt. to K. fourth
23. K. R. to K. B. square
24. P. to Q. B. third
25. Q. to K. B. eighth (check)
26. Q. to K. seventh (check) (*h*)
27. Q. takes B.
28. R. takes Q.
29. R. to K. B. seventh
30. Q. R. to K. seventh
31. P. to Q. Kt. fourth
32. K. R. takes K. Kt. P.
33. Q. R. to Q. Kt. seventh
34. R. takes R.
35. P. to Q. R. fourth
36. P. to Q. Kt. fifth
37. P. to K. Kt. fourth
38. P. to K. R. fifth
39. P. to K. R. sixth
40. P. to Q. Kt. sixth
41. P. to K. R. seventh

Black. (Mr. JANSSENS.)

3. P. to Q. fourth
4. Q. to K. R. fifth (check) (*b*)
5. P. to K. B. sixth (*c*)
6. P. to Q. B. third
7. Q. to K. B. third
8. P. takes P.
9. K. B. to Q. third
10. Q. B. to K. B. fourth
11. K. Kt. to K. second
12. Q. to K. Kt. third
13. B. takes B.
14. Q. to K. B. third
15. K. to Q. square
16. R. to K. B. square
17. R. takes B.
18. Q. takes Kt.
19. P. to K. R. fourth (*f*)
20. Q. to K. Kt. third
21. K. B. to Q. third (*g*)
22. B. to Q. B. second
23. B. to Q. R. fourth (check)
24. Q. B. takes Kt.
25. K. to Q. B. second
26. Kt. to Q. second
27. Q. takes Q.
28. K. to Q. third
29. Kt. to K. B. third
30. R. to Q. Kt. square
31. B. to Q. Kt. third
32. P. to Q. R. fourth
33. R. takes R.
34. B. to Q. B. second
35. Kt. to Q. fourth
36. Kt. to Q. Kt. third
37. P. takes K. Kt. P.
38. Kt. to Q. fourth
39. Kt. to K. B. third
40. B. to Q. square
41. Kt. takes P. (*i*)

White. (Mr. GREEN.)

42. R. takes Kt.

43. R. to K. Kt. seventh

Black. (Mr. JANSSENS.)

42. B. takes P.

And wins.

Notes.

(a) The English "Handbook" remarks, in a note at its 345th page, "It is better to take the Pawn with the Bishop," and in another place (p. 334), "If you take Pawn with Pawn, instead of with the Bishop, you make the attack of your Bishop, and enable him more speedily to develop his forces."

(b) In a similar position (English "Handbook," p. 345) Mr. Staunton played "K. Kt. to K. B. third," a much better move, unless we are mistaken.

(c) In a note to the opening game of this number we have already expressed our dislike of this rambling kind of defence. It has, however, the advantage of taking an accurately-analyzed opening away from the thralldom of the books.

(d) White might have brought back his Bishop in safety to Q. Kt. third square. If Black were afterwards to give check with his Bishop at Q. sixth, White could take the Bishop with his Q. B. Pawn, always having his K. Knight ready to occupy K. B. seventh square at the right moment. If, instead of "B. to Q. sixth (check)," Black in the case supposed were to play "B. takes Q. B. P.," White could exchange Queens, retaining at all events one Pawn more than his adversary.

(e) He would not gain a piece by "R. to K. B. square," Black having at his command "Q. to her B. fifth (check)."

(f) Being a piece ahead, Black should perhaps have now checked at Q. B. fifth square.

(g) Threatening, apparently, amongst other contingencies, to check with the Queen at K. R. third square. This, however, was hardly the best manoeuvre in Black's power.

(h) If he had checked with his Rook at K. B. seventh, Black must have interposed his Knight.

(i) The Knight pays the penalty due to his vacillation for the previous moves.

Between the same Players.*(Philidor's Defence to the K. Kt. Opening.)**Black.* (Mr. JANSSENS.)

1. P. to K. fourth

2. K. Kt. to K. B. third

3. P. to Q. fourth

White. (Mr. GREEN.)

1. P. to K. fourth

2. P. to Q. third (a)

3. P. takes P.

Black. (Mr. JANSSENS.)

4. Q. takes P.
5. K. B. to Q. Kt. fifth
6. Q. to her square
7. Castles
8. Q. Kt. to Q. B. third
9. K. Kt. to Q. fourth
10. Q. takes Kt.
11. Kt. takes B.
12. Kt. to Q. B. third
13. B. to K. third
14. B. takes Q.
15. P. to K. B. third
16. P. to Q. Kt. third
17. Kt. to Q. square
18. Kt. to K. third
19. P. takes P.
20. Kt. to K. Kt. fourth
21. Kt. to K. R. sixth (check)
22. R. to K. B. seventh (check)
23. Kt. takes R.
24. R. to K. B. square
25. P. to K. fifth (b)
26. Kt. takes K. P.
27. R. takes R.
28. B. takes Kt.
29. P. to K. R. third
30. K. to his B. second
31. K. R. P. takes P.
32. K. to his third
33. B. to Q. B. seventh
34. P. takes P.
35. K. to Q. third
36. B. to Q. Kt. sixth
37. B. to K. B. second
38. K. to Q. fourth
39. K. to Q. B. fourth
40. B. to Q. B. fifth
41. K. to Q. Kt. fourth
42. K. takes P.
43. B. to Q. sixth

White. (Mr. GREEN.)

4. Q. Kt. to Q. B. third
5. Q. B. to Q. second
6. K. B. to K. second
7. K. Kt. to K. B. third
8. Castles
9. Kt. takes Kt.
10. B. takes B.
11. P. to Q. B. third
12. Q. to her Kt. third
13. Q. takes Q.
14. P. to Q. Kt. fourth
15. P. to Q. R. fourth
16. Kt. to Q. second
17. P. to K. B. fourth
18. P. takes P.
19. P. to K. Kt. third
20. P. to K. R. fourth
21. K. to his R. second
22. R. takes B.
23. R. to K. B. square
24. P. to K. Kt. fourth
25. P. takes P.
26. Kt. takes Kt.
27. B. takes R.
28. P. to Q. R. fifth
29. P. to K. Kt. fifth
30. K. to his Kt. third
31. K. R. P. takes P.
32. K. to his B. fourth
33. B. to K. Kt. second
34. P. takes P.
35. B. to K. fourth
36. K. to his B. fifth
37. B. to Q. third
38. B. to Q. Kt. square
39. P. to K. Kt. sixth (c)
40. K. to his fifth
41. B. to K. B. fifth
42. B. to K. sixth
43. B. to K. B. seventh

<i>Black.</i> (Mr. JANSSENS.)	<i>White.</i> (Mr. GREEN.)
44. K. to Q. Kt. fourth	44. K. to his sixth
45. K. to Q. B. fifth	45. K. to Q. seventh (discovering check)
46. K. takes P.	46. K. takes P.
47. P. to Q. R. fourth	47. K. to Q. sixth
48. P. to Q. R. fifth	48. K. to his seventh
49. P. to Q. R. sixth	

And wins.

Notes.

(a) The severe attack obtained by the first player in the Ruy Lopez Opening and Evans's Gambit has led to the gradual reintroduction of this dull and uninteresting *début*. This is the more to be regretted, as we thereby lose all the riches to be obtained from the best and truest mine of Chess, the Giuoco Piano. *In every match we think that the stipulation that at least half the games be open games should be changed into the resolution that in a certain portion, a fourth part for instance, of the games, the Queen's Knight's defence to the K. Kt. opening be adopted.* Otherwise we shall have a *début* which is a *bona fide* close game creeping into our play under cover of being an open game. In the time of Philidor the case was different, as that great player, in the *début* that bears his name, was in the habit of throwing forward his King's Bishop's Pawn at an early stage in the game. This doubtless was a hazardous expedient, but it had the effect of producing open positions. As the game is now played, the Philidor defence is virtually a close game, and certainly of a much more confined character than either the Queen's Gambit or French Game, both of which openings are denominated close.

(b) To prevent any serious effects from White's last move,

(c) "B. to Q. third" seems to be better play,

Two games from the late match between Messrs. J. G. CAMPBELL and C. KENNY.

(Q. B. Pawn's Game in K. Kt. Opening.)

<i>Black.</i> (Mr. KENNY.)	<i>White.</i> (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. P. to Q. B. third	3. P. to K. B. fourth (a)
4. P. to Q. fourth	4. P. takes Q. P. (b)
5. P. to K. fifth	5. P. takes Q. B. P.
6. Q. Kt. takes P.	6. K. B. to Q. Kt. fifth
7. K. B. to Q. B. fourth	7. K. Kt. to K. second

<i>Black.</i> (Mr. KENNY.)	<i>White.</i> (Mr. CAMPBELL.)
8. Castles	8. B. takes Q. Kt.
9. P. takes B.	9. Q. Kt. to Q. R. fourth
10. B. to Q. Kt. third	10. P. to K. R. third
11. Kt. to Q. fourth	11. Kt. takes B.
12. P. takes Kt.	12. Castles
13. K. R. to K. square	13. P. to Q. Kt. third (c)
14. Q. to K. B. third	14. P. to Q. B. third
15. B. to Q. R. third	15. Q. B. to Q. Kt. second
16. Q. R. to Q. square (d)	16. Q. to K. square
17. Kt. to Q. Kt. fifth	17. Q. to her square
18. P. to Q. B. fourth	18. P. to Q. B. third
19. Kt. to Q. sixth	19. Q. R. to his second
20. P. to K. sixth	20. B. to Q. R. square
21. Q. to her B. third	21. K. R. to K. B. third
22. B. to Q. Kt. second	22. Q. to K. B. square
23. Kt. to K. B. seventh	23. P. takes P.
24. Q. R. to Q. eighth	

And wins.

Notes.

(a) If this defence be adopted in the present opening, the second player must bestow the greatest care and attention upon his succeeding moves ; otherwise his game will be compromised immediately.

(b) "P. to Q. third" leads to some very interesting variations, which have been commented on from time to time in the *Chess-Player's Chronicle* for 1855.

(c) The position of the hostile King's Pawn retards materially the development of White's game.

(d) Threatening to play "Kt. to K. sixth," &c.

Between the same Players.

(French Game.)

<i>White.</i> (Mr. CAMPBELL.)	<i>Black.</i> (Mr. KENNY.)
1. P. to K. fourth	1. P. to K. third
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. P. to Q. B. fourth
4. K. B. to Q. Kt. fifth (check)	4. Q. Kt. to Q. B. third (a)
5. K. Kt. to K. B. third	5. Q. B. to Q. second
6. Q. to K. second	6. K. B. to K. second

White. (Mr. CAMPBELL.)

7. Castles
8. P. to Q. third
9. B. takes Kt.
10. Q. Kt. to Q. B. third
11. K. to his R. square
12. P. to Q. R. fourth
13. Q. B. to Q. second
14. P. to Q. Kt. third
15. Q. to K. B. second
16. Q. R. to Q. B. square
17. Kt. takes Kt.
18. P. takes P.
19. P. to K. B. fifth (c)
20. P. takes P.
21. Kt. to K. second
22. Q. to K. Kt. third
23. Q. to K. Kt. fourth
24. B. takes Q. R. P.
25. Kt. to K. B. fourth
26. Kt. takes Q. P.
27. R. takes R.
28. Kt. takes B. (check)
29. Kt. takes K. R. P.
30. B. to K. square
31. Q. to K. B. fifth (check)
32. Q. to K. R. third (check)
33. Q. to K. sixth (check)
34. R. to K. B. third
35. P. to K. Kt. fourth
36. B. to Q. second
37. R. to K. B. eighth

Black. (Mr. KENNY.)

7. K. Kt. to K. R. third
8. K. Kt. to K. B. fourth
9. B. takes B.
10. Q. to her Kt. third
11. Castles on the King's side
12. P. to Q. R. fourth
13. Q. B. to Q. second (b)
14. K. R. to Q. B. square
15. K. Kt. to Q. fifth
16. P. to K. B. third
17. P. takes Kt.
18. B. takes P.
19. Q. R. to his third
20. B. takes P.
21. Q. to her B. fourth
22. Q. B. to K. B. second (d)
23. Q. R. to Q. B. third
24. Q. to K. second (e)
25. R. takes Q. B. P. (f)
26. Q. to her B. fourth
27. Q. takes R.
28. K. to his R. square
29. Q. to her B. eighth
30. K. takes Kt.
31. B. to K. Kt. third
32. K. to his Kt. square
33. K. to his R. second
34. R. to Q. B. fourth
35. Q. to K. R. third
36. Q. to K. R. fifth (g)

And wins.

Notes.

(a) "Q. B. to Q. second" is rapidly superseding this move in similar positions.

(b) He would evidently have lost his Queen by "K. R. to Q. Kt. square," and "Q. R. to his second," if he had too hastily captured the Q. Kt. Pawn.

(c) White had noticed with becoming exactness, when he made his

previous exchanges, that his Knight could not now be taken, and consequently that he could gain this important time.

(d) To protect his other Bishop by means of the Queen's Tower.

(e) Had he captured the Bishop, White would have rejoined with "R. takes K. B.," having always the best game.

(f) This injudicious capture far from improves Black's already lowering prospects.

(g) Undoubtedly it would have been better play to have taken the Bishop.

CHESS IN GERMANY.

THE *Chess-Player's Chronicle* for 1849 gave from the *Berliner Schachzeitung* two excellent games, in which the variation of the King's Gambit known on the Continent by the name of the Kieseritzki Gambit, was admirably illustrated. From the same cabinet we now bring forth two gems of perhaps a still higher value.

(*Allgaier Gambit.*) (1841-1842.)

White. (Herr V. H. D. LASA.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. P. to K. R. fourth
5. K. Kt. to K. fifth
6. K. B. to Q. B. fourth
7. P. to Q. fourth
8. K. Kt. to Q. third (e)
9. P. to K. Kt. third
10. Q. B. to K. third
11. Q. Kt. to Q. B. third
12. Q. Kt. takes P.
13. K. B. to Q. Kt. third (f)
14. K. Kt. to K. B. fourth (g)
15. Q. Kt. to Q. B. third
16. Q. to her second
17. Castles on the Queen's side
18. K. B. to K. square
19. B. to K. B. second
20. P. takes B.
21. Kt. takes P.

Black. (Herr HANSTEIN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth (a)
6. K. R. to his second (b)
7. P. to Q. third
8. P. to K. B. sixth (d)
9. K. B. to K. Kt. second
10. P. to Q. B. third
11. P. to Q. Kt. fourth
12. P. to Q. fourth (e)
13. P. takes P.
14. K. Kt. to K. B. third
15. K. B. to K. R. third
16. P. to Q. R. fourth
17. Q. B. to Q. Kt. second (h)
18. Q. to her third
19. K. B. takes Kt.
20. Q. Kt. to Q. second
21. Kt. takes Kt.

White. (Herr V. H. D. LASS.)

22. R. takes Kt. (check)
23. B. to K. Kt. third
24. Q. to K. square (*i*)
25. P. to Q. fifth
26. B. to Q. B. fourth (*k*)
27. R. to K. seventh
28. P. to Q. sixth
29. Q. to K. fifth (*l*)
30. Q. takes Kt.
31. P. to Q. seventh
32. P. to K. B. fifth
33. R. takes K. B. P. (check) (*m*)
34. P. to Q. eighth (becoming a Q.)
(check)
35. R. takes Q. R.

Black. (Herr HANSTEIN.)

22. K. to his B. square
23. P. to Q. B. fourth
24. Q. to her R. third
25. Kt. to K. B. third
26. Q. to her Kt. third
27. B. to Q. B. square
28. Q. to her Kt. fifth
29. Q. takes B.
30. B. to K. third
31. B. to Q. fourth
32. R. to K. R. third
33. B. takes R.
34. Q. R. takes Q.

Checkmate.

Notes.

(a) At this stage in the opening several defences may be adopted. "K. Kt. to K. B. third," in the present state of our theory, seems to be the most forcible move.

(b) The King's Rook's Pawn having been advanced, as in this game, the great Chess-players of the Continent have recommended this move. In England, "K. Kt. to K. R. third," followed by Mr. Knight's clever invention, has received more favour. See the English Chess treatises.

(c) The first player may obtain a showy, but hardly a sound, attack by now giving up his Bishop and Knight for the Rook and two Pawns upon the K. B. file. At odds this mode of play may be said to be much more advantageous.

(d) This move is played at an earlier stage in the next game. The reader should notice the importance of this exchange of moves.

(e) The Queen's Knight could not have been taken with profit, as the hostile Bishop could then have occupied Q. fifth square.

(f) The move on which White must have relied when he took the Q. Kt. Pawn.

(g) Threatening again to occupy Q. fifth square with the Bishop, if the Knight be taken.

(h) Black's pieces have not the unity of action which White displays in this game. Those who love a comparison between the different styles of play may contrast in the games preserved to us the *systematic development* of Herr Von Der Lassa's forces with the *resource* of Herr Hanstein; not, however, carrying the theory too far, as in these players of the first class they will find "*omnia magna*."

(i) An extremely able rejoinder, menacing, if Black take the Rook, the

attack upon his two Rooks, and also bringing the White Queen's Rook into still better play.

(k) Preventing Black from gaining time subsequently.

(l) This move seems to be more conclusive than "P. to Q. seventh," although the advance of the Queen's Pawn would also, we believe, give White the advantage.

(m) The best mode of terminating the game. "R. to K. eighth (check)" leads to mate in four, not in three, moves.

Between the same Players. (1841-1842.)

(*Algaier Gambit.*)

White. (Herr V. H. D. LANA.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. P. to K. R. fourth
5. K. Kt. to K. fifth
6. K. B. to Q. B. fourth
7. P. to Q. fourth
8. P. to K. Kt. third
9. Kt. takes Kt.
10. Q. B. to K. third
11. Q. Kt. to Q. B. third
12. K. to his B. second
13. K. R. to K. square
14. K. B. to Q. Kt. third
15. K. R. takes B.
16. P. to Q. R. third
17. P. to Q. fifth
18. Q. to her fourth
19. Q. to her B. fourth (d)
20. Q. to her third
21. P. to K. fifth
22. Kt. takes Kt. (e)
23. Q. takes Q. P.
24. Q. to her R. fifth
25. Q. to her B. third
26. K. R. to Q. third
27. Q. R. to Q. square
28. R. takes R.

Black. Herr HANSTEIN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. P. to K. R. fourth
6. K. R. to his second
7. P. to K. B. sixth (a)
8. Q. Kt. to Q. B. third (b)
9. Q. P. takes Kt. (c)
10. Q. to K. second
11. K. B. to K. R. third
12. Kt. to K. B. third
13. Q. to her Kt. fifth
14. B. takes B. (check)
15. B. to K. third
16. Q. to K. second
17. Castles on the Queen's side
18. K. to Q. Kt. square
19. B. to Q. second
20. K. R. to his square
21. Kt. takes P.
22. P. takes Kt.
23. B. to K. third
24. P. to Q. Kt. third (f)
25. Q. to her second
26. Q. to her Kt. fourth
27. R. takes R.
28. B. takes B.

White. (Herr V. H. D. LASA.)

29. P. takes B.
30. R. to K. third
31. R. to Q. third
32. P. to Q. Kt. fourth
33. R. to Q. eighth (check)
34. R. takes R.
35. Q. to her third
Q. to her second
37. P. takes Q. R. P.
38. Q. to her third

Black. (Herr HANSTEIN.)

29. R. to K. square
30. Q. to her fourth
31. Q. to K. third
32. Q. takes K. P.
33. K. to Q. Kt. second
34. Q. takes R.
35. Q. to K. fourth
36. P. to Q. R. fourth
37. Q. takes Q. R. P.
38. Q. to her B. fourth (check) (g)

And wins.

Notes.

(a) This move is a great element in the defence to the present variation of the opening.

(b) Perhaps the best move. In another game (see *Berliner Schachzeitung* for 1848, or *Chess-Player's Chronicle* for 1849) between the same masters, the second player here moved his Pawn to Q. third square.

(c) Much stronger than "Q. Kt. P. takes Kt."

(d) It may be well to observe that "Q. to K. fifth" would have been unavailing, as Black could have dislodged the Queen with his Knight, and subsequently with care have extricated his Bishop.

(e) Our contemporary notices "B. takes Kt." That mode of capturing the Knight would perhaps have been more judicious.

(f) The importance of this advance will be made visible at the 33rd move.

(g) Black must now either force the immediate exchange of Queens or gain the Q. Kt. Pawn with a check.

ANOTHER game between the same Masters. (1846.)

*(Irregular Opening.)**White.* (Herr HANSTEIN.)

1. P. to Q. fourth
2. P. to Q. fifth
3. P. to K. fourth
4. P. to K. B. fourth
5. K. B. to Q. third
6. K. B. takes P.
7. Q. Kt. to Q. B. third
8. K. Kt. to K. B. third

VOL. IV.

Black. (Herr V. H. D. LASA.)

1. P. to Q. B. fourth (a)
2. P. to K. fourth
3. P. to Q. third
4. P. to K. B. fourth
5. P. takes K. P.
6. K. Kt. to K. B. third
7. K. B. to K. second
8. Castles

E E

White. (Herr HANSTEIN.)

9. P. takes K. P.
10. Castles (*b*)
11. Kt. takes Kt.
12. K. R. to K. square
13. P. to Q. sixth
14. B. to K. Kt. fifth
15. Q. Kt. takes B.
16. Q. to her fifth (check)
17. Q. takes Q. Kt. P.
18. Q. to her fifth
19. K. Kt. takes K. P.
20. Q. takes Kt.
21. K. to his R. square
22. Kt. to K. sixth
23. P. to Q. seventh

Black. (Herr V. H. D. LASA.)

9. P. takes P.
10. Kt. takes B.
11. B. to K. B. fourth
12. Kt. to Q. second
13. B. to K. R. fifth
14. B. takes B.
15. Q. to K. B. third (*c*)
16. K. to his R. square
17. Q. R. to Q. Kt. square (*d*)
18. B. takes Q. B. P.
19. Kt. takes Kt.
20. Q. to K. B. seventh (check)
21. B. to K. Kt. third
22. K. R. to K. B. third

And wins.

Notes.

(a) This move was adopted by M. St. Amant in two of his match-games with Mr. Staunton, and indeed in both games yielded him the worst position.

(b) The *Berliner Schachzeitung* gives here a variation :—

- | | |
|------------------------|-------------------------------|
| 10. Kt. takes P. | 10. Kt. takes B. |
| 11. Q. Kt. takes Kt. | 11. B. to K. R. fifth (check) |
| 12. P. to K. Kt. third | 12. Q. to K. second, &c. |

(c) Our contemporary here also observes: "If 'P. to K. R. third,' then 'Q. to her fifth (check),' followed by 'Kt. to K. B. seventh (check).'"

(d) "Variation :—

- | | |
|--|--------------------|
| 18. Q. takes Q. R. | 17. Q. takes Q. P. |
| 19. Kt. to K. B. seventh (check)
&c." | 18. R. takes Q. |

—*Berliner Schachzeitung.*

SOLUTIONS TO PROBLEMS.

No. 17. Page 190.

White.

1. Kt. to Q. B. second
2. R. to Q. B. fourth
3. Queen mates

Black.

1. K. to Q. fourth (A, B)
2. Any move

(A)

2. R. to Q. B. fourth
3. Queen mates

1. P. takes Kt.
2. Any move

(B)

2. K. takes P.
3. Queen mates

1. P. to K. B. seventh
2. Any move

No. 18. Page 191.

White.

1. Q. to her third (check)
2. B. to Q. B. fifth
3. Q. to K. R. third (check)
4. Queen mates

Black.

1. K. to his third (A)
2. P. to Q. fourth (best)
3. P. to K. B. fourth

(A)

2. Q. to her B. fourth (check)
3. K. to Q. eighth
4. Queen mates

1. K. to Q. B. third
2. K. to Q. Kt. second
3. Any move

No. 19. Page 191.

White.

1. R. to K. second (check)

Black.

1. K. to Q. third

If "K. to Q. fifth," or "K. takes P.," White can play "R. to K. third," or "R. takes K. R. P."

2. R. to K. fourth
3. Kt. to K. Kt. sixth
4. R. to Q. square

2. P. takes R (A)
3. Any move.

Mate,

(A)

2. P. to Q. fifth

"P. to Q. R. seventh" is equally unavailing.

3. R. to Q. square
4. Rook mates

3. Any move

No. 20. Page 192.

White.

1. B. to K. Kt. sixth (check)
2. Q. takes Q. B. P.
3. R. to Q. fourth (check)
4. Kt. to K. B. third (check)
5. R. takes K. B. P.

Black.

1. R. takes B. (A)
2. Kt. takes Q. (B, C)
3. K. takes B. (D)
4. K. takes R.

Mate.

(A)

- | | | |
|-------------------------------|--|--------------------|
| 2. Q. to her B. fifth (check) | | 1. K. takes Q. B. |
| | | 2. B. to Q. fourth |
| 3. Q. takes B. (check) | | 3. P. takes Q. |
| 4. Kt. to K. B. third | | |

If "K. takes R. at K. B. third," White will mate with his Queen at K. B. fifth square.

Mate.

If at his first move Black play "K. to his sixth," the mate is sufficiently obvious.

(B)

- | | | |
|------------------------------|--|-----------------------------|
| 3. R. takes K. B. P. (check) | | 2. Q. takes R. at her third |
| 4. Q. to K. B. third (check) | | 3. K. to Q. fourth |
| 5. Queen mates | | 4. K. takes B. |

(C)

- | | | |
|------------------------------|--|-----------------------|
| 3. Q. to her third (check) | | 2. R. to K. Kt. fifth |
| 4. R. to K. B. fifth (check) | | 3. K. takes B. |
| 5. Knight mates | | 4. P. takes R. |

(D)

- | | | |
|-------------------------------------|--|--------------------|
| 4. R. at K. B. sixth takes K. B. P. | | 3. K. to his sixth |
| 5. Kt. to Q. B. second | | 4. B. takes B. (E) |

Mate.

(E)

- | | | |
|----------------------|--|------------------------|
| 5. R. to K. B. third | | 4. R. to K. Kt. eighth |
|----------------------|--|------------------------|

Mate.

No. 21. Page 193.

White.

1. R. to K. Kt. fifth (check)
2. R. to K. Kt. sixth (check)
3. Q. to K. R. square
4. Kt. to Q. fourth (check)
5. Q. takes P. (check)
6. Rook mates

Black.

1. K. to his third or K. B. third
2. K. to his B. fourth
3. R. to K. R. second (A)
4. K. takes Kt.
5. K. takes Q., or R. takes Q.

(A)

- | | | |
|------------------------------|--|------------------------|
| 4. Q. to K. R. fifth (check) | | 3. R. takes R. |
| 5. Q. takes R. (check) | | 4. R. to K. Kt. fourth |
| 6. Queen mates | | 5. K. to his third |

CHESS MATCH BETWEEN BIRMINGHAM AND WORCESTER.

On Tuesday last a match of three games each was played between a deputation of five members of the Worcester Club and the same number of Birmingham players. Worcester was represented by Messrs. FANNING, GILLAM, NICHOL, WOOD, and ZACHARY; Birmingham, by Messrs. AVERY, BLYTH, FREEMAN, SHORE, and TONKS. The players and various visitors were handsomely entertained at the residence of Mr. AVERY, where a very agreeable day was passed by all present. The conclusion of the play shewed that Birmingham had won twelve games, Worcester two, and that one game was left unfinished for want of time, the Birmingham player having, at the time it was given up, an advantage of one Pawn over his opponent. The following was the score :—

Birmingham.			Worcester.	Unfinished.
Mr. AVERY	3	against	Mr. WOOD	0 .. 0
Mr. BLYTH	3	"	Mr. GILLAM	0 .. 0
Mr. FREEMAN	2	"	Mr. FANNING	1 .. 0
Mr. SHORE	3	"	Mr. ZACHARY	0 .. 0
Mr. TONKS	1	"	Mr. NICHOL	1 .. 1
12			2	1

We understand a return match will shortly be played at Worcester; and it must be said, in justice to the Worcester Club, that one or two of its strongest players were prevented from taking part in the contest on Tuesday. The approaching meeting of the Northern and Midland Counties Chess Association in Birmingham gives an unusual local interest to the game at the present time.—*Birmingham Daily Press.*

SKETCHES OF POPULAR OPENINGS.

For the following brief sketches we are indebted to Mr. T. A. WORRELL. We leave their consideration to our readers, as, to say the least of them, they present many features of interest and beauty.

(1.) A POSITION IN THE GIUOCO PIANO OPENING.

This sketch may be examined in connection with a game between Herr FALKBEER and Mr. HARRIS, given at pp. 188, 189 of the last number of the *Chess-Player's Chronicle*.

White.

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. fourth

Black.

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. Kt. to K. B. third
5. P. takes P.

<i>White.</i>	<i>Black.</i>
6. Castles	6. P. to Q. third
7. P. takes P.	7. B. to Q. Kt. third
8. Q. B. to K. Kt. fifth (bad)	8. Q. B. to K. Kt. fifth (good)
9. Q. to her Kt. third	9. Castles
10. P. to K. fifth (bad)	10. Q. B. takes Kt. (best)
11. P. takes Kt.	11. Q. Kt. takes Q. P.
12. Q. to Q. B. third	12. P. to K. R. third

In the first place.

13. P. takes B.	13. P. takes B.
14. P. takes P.	14. K. takes P.

And has a Pawn more and a threatening position. If White now play "Q. to her third," the reply may be "P. to Q. fourth."

In the second place.

13. P. takes K. Kt. P.	13. Q. takes B.
14. P. takes R. (becoming a Q.) (check)	14. R. takes Q.
15. P. to K. Kt. third	15. B. to K. seventh (A)
16. R. to Q. B. square	16. B. takes B.
17. Q. takes B.	17. Kt. to K. seventh (check)
18. Q. takes Kt.	18. Q. takes R. (check)
19. K. to his Kt. second	

Black has a Pawn more.

(A)

If	
16. Q. Kt. to Q. second	15. B. to K. Kt. fifth
17. B. to Q. third	16. P. to Q. fourth

White's game is lost, I think.

(2.) QUEEN'S BISHOP'S PAWN'S GAME IN K. KT. OPENING.

<i>White.</i>	<i>Black.</i>
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. P. to Q. B. third	3. P. to Q. fourth (a)
4. Q. to her R. fourth (b)	4. Q. to her third (c)
5. P. takes P. (Variation D)	5. Q. takes P.
6. B. to Q. Kt. fifth (Var. I)	6. B. to Q. second (d)
7. Castles	7. Q. Kt. to his square

This move, I think, loses a Pawn.

White.

8. B. takes B. (check)
9. R. to K. square
10. P. to Q. fourth (best) (B)

If he play "P. to K. fifth," White can rejoin with "P. to Q. B. fourth," &c.

11. P. takes P.
12. Kt. takes P.
13. B. to K. B. fourth
14. B. takes Kt.
15. P. to K. B. fourth

Black.

8. Kt. takes B. (best) (A)
9. P. to Q. B. third
10. P. to K. B. third

11. P. takes P.
12. Kt. takes Kt.
13. B. to Q. third
14. B. takes B.

And has won a Pawn.

(A)

9. Q. to K. fourth

"Q. to her B. second" also seems to be efficacious.

10. Kt. takes P.
11. Kt. takes Q.
12. R. to K. square

8. Q. takes B. (bad)

9. Q. Kt. to Q. B. third
10. K. Kt. to K. B. third
11. Kt. takes Q.

And has won a Pawn.

(B)

10. Kt. takes P.
11. P. to Q. fourth (C)
12. P. to K. B. fourth
13. P. takes Kt.
14. P. takes P.

10. Kt. takes Kt.
11. P. to K. B. third
12. B. to Q. third
13. P. takes P.

And has won a Pawn.

(C)

11. P. to K. B. fourth
12. P. takes Kt.
13. P. to Q. fourth

11. P. to K. B. third
12. P. takes P.
13. P. to K. fifth, &c.*

Notes by Mr. Worrell.

(a) Black at his third move can play "P. to Q. third," in reference to which the *C. P. C.*, vol. iii., New Series, p. 126, says: "A close defence, that is not likely to become as popular as 'P. to Q. fourth,' 'K. Kt. to K. B. third,' and 'P. to K. B. fourth.'" I would remark that "P. to Q. third"

* We may carry this variation of Mr. Worrell a step further:—

14. Q. Kt. to Q. second

And Black cannot save his Pawn ultimately.—Ed.

can be as safely played here as at the third move in Ruy Lopez' Knight's Game, to which the opening may at once be reduced.

(b) Mr. Janssens' variation is first mentioned in *C. P. C.*, vol. ii., New Series, p. 374.

(c) Recommended in a note to the game therein published.

(d) Perhaps Black may preserve the Pawn by the following play, but the loss of position is too great:—

- | | |
|--------------------------|------------------------|
| 7. Castles | 6. K. Kt. to K. second |
| 8. Q. Kt. to Q. R. third | 7. B. to K. third |
| | 8. Castles |

"P. to K. B. third," or "P. to K. R. third," would be answered by "P. to Q. fourth," or "K. B. to Q. B. fourth."

9. Kt. to K. Kt. fifth

With a great attack.

A main point in this game is to provide against the troublesome attack after White's castling of "B. to Q. B. fourth," "Q. to her Kt. third," and "Kt. to K. Kt. fifth." Black's seventh move, "Kt. to Q. Kt. square," appears to be the only one* to hinder this, and that at the expense of a Pawn.

(D)

White.

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. B. third
4. Q. to her R. fourth
5. P. to Q. fourth
6. B. to Q. Kt. fifth

Black.

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. P. to Q. fourth
4. Q. to her third
5. B. to Q. second (E, H)

If "P. takes Q. P.," Black may play "Q. takes P.," and, upon White's moving his Bishop to Q. Kt. fifth, may advance his Pawn to Q. R. third square.

- | | |
|-------------------------|---------------------|
| 7. Kt. takes P. | 6. P. takes Q. P. |
| 8. B. takes B. (check) | 7. Kt. takes Kt. |
| 9. Q. takes Kt. | 8. Q. takes B. |
| 10. Q. takes P. (check) | 9. P. takes P. |
| | 10. Q. to K. second |

Equal game.

(E)

- | | |
|----------------------------|--------------------|
| 8. Kt. takes P. (best) (F) | 5. P. takes Q. P. |
| 7. B. to Q. Kt. fifth, &c. | 6. B. to Q. second |

As in Var. D.

* And certainly not a good one.—Ed.

(F)

White.

6. P. to K. fifth (bad)
7. Kt. takes P. (G)
8. K. to Q. square
9. B. to Q. Kt. fifth
10. P. to K. B. third
11. K. R. to K. square

Black.

6. Q. to K. second
7. Q. takes P. (check)
8. B. to Q. second
9. Q. to K. R. fourth (check)
10. K. Kt. to K. second
11. Q. to K. Kt. third

And has won a Pawn.

(G)

7. B. to Q. Kt. fifth
8. Kt. takes P.
9. B. takes B. (check)
10. Q. takes Q. (check)
11. P. takes Kt.

7. B. to Q. second
8. Kt. takes Kt.
9. Q. takes B.
10. K. takes Q.
11. P. to Q. B. fourth, &c.

(H)

6. Kt. takes K. P.
7. B. to Q. Kt. fifth
8. P. takes Kt.
9. Q. takes B. (check)
10. Q. takes Q. (check)
11. Castles

5. P. takes K. P. (bad)
6. B. to Q. second
7. Kt. takes Kt.
8. B. takes B.
9. Q. to her B. third
10. P. takes Q.

With the best game.

(I)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. B. third
4. Q. to her B. fourth
5. P. takes P.
6. B. to Q. B. fourth (bad)
7. K. to Q. square
8. R. to K. square
9. P. to Q. fourth
10. Q. to her Kt. third
11. Kt. takes K. P. (K)
12. B. takes K. B. P. (check)
13. B. takes Kt.
14. P. takes B.

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. P. to Q. fourth
4. Q. to her third
5. Q. takes P.
6. Q. to K. fifth (check)
7. Q. to K. Kt. fifth
8. K. B. to Q. third
9. Q. B. to Q. second
10. Q. takes K. Kt. P.
11. B. takes Kt.
12. K. to his B. square
13. R. takes B.

"P. to Q. fifth" is also useless.

White.	Black.
15. K. to Q. B. second	14. B. to K. Kt. fifth (check)
16. K. to Q. square	15. B. to K. B. fourth (check)
17. R. to K. second	16. Q. to K. B. sixth (check)
	17. B. to Q. sixth

And wins.

(K)

11. B. takes K. B. P. (check)	11. K. to his B. square
12. Kt. takes P.	12. B. takes Kt.
13. B. takes Kt.	13. R. takes B., &c.

As above.

Probably the defence introduced* by Mr. Brien in his match with Mr. Janssens (*C. P. C.*, vol. iii., New Series, p. 32) will prove the correct one, unless the second player adopt "P. to Q. third;" viz. :—

4. P. to Q. fourth	3. K. Kt. to K. B. third
	4. P. to Q. fourth, &c.
If White here play	
4. Q. to her R. fourth	4. P. to Q. third
5. B. to Q. Kt. fifth	5. Q. B. to Q. second
6. Castles	6. K. B. to K. second

And has pieces well out.

Mr. WORRELL's sketch goes no further, and certainly tends towards proving the great power of the attack "Q. to her R. fourth," invented by Mr. JANSSENS. We may be permitted to give what in the present state of the theory may be stated to be the most satisfactory defence. We say advisedly, "*in the present state of the theory*," rumour having assigned to Mr. JANSSENS some newer inventions.

1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. P. to Q. B. third	3. K. Kt. to K. B. third
4. P. to Q. fourth	

White may here play "K. B. to Q. Kt. fifth," obtaining a kind of Ruy Lopez attack, but with care Black may defend himself; the variation, however, should attract the attention of theorists.

| 4. P. to Q. fourth

By this move Black at this early stage in the game submits to the disadvantage entailed by doubled Pawns, and the isolation of another Pawn; but by way of compensation observes (1.) his chance of undoubling these

* We have been informed that a published game between Captain Kennedy and Herr Löwe gives this defence.—ED.

Pawns eventually, (2.) the occupation at a good time of an open file, and (3.) the tardy development of White's left wing.

- | | |
|--------------------------|-----------------------|
| 5. K. B. to Q. Kt. fifth | 5. Q. B. to Q. second |
| 6. Kt. takes K. P. | 6. K. Kt. takes K. P. |
| 7. Kt. takes Q. B. | 7. Q. takes Kt. |
| 8. Q. to her R. fourth | |

This doubles Black's Pawns on the Q. B. file. Should White decline making this manœuvre, and prefer "Castles," or "Q. to K. second," Black may oppose to the first move "K. Kt. to Q. third," never allowing White to double his Pawns any more; and to the second, "B. to K. second," with not a bad game.

- | | |
|------------|-------------------------------|
| 9. Castles | 8. K. B. to K. second |
| | 9. Castles on the King's side |

And it is clear that White, to isolate the hostile Q. R. Pawn, and double for the moment Pawns on the Q. B. file, must exchange the only pieces that he has in active play. We will now give another important variation at the 8th move:—

- | | |
|-----------------------------|--------------------------------|
| 8. Castles | 8. K. Kt. to Q. third |
| 9. B. takes Kt. | 9. Q. takes B. |
| 10. R. to K. square (check) | 10. B. to K. second |
| 11. Q. to K. second | 11. Castles on the King's side |

And White does not dare to take the Bishop. We believe that White's best play in this opening is to double his opponent's Pawns, and to bring out his pieces on the Queen's side without delay. He can also prevent his adversary from undoubling the Pawns afterwards for a considerable time, and in point of fact always maintain a trifling advantage thereby.

REVIEW.

RECUEIL D'ETUDES PROGRESSIVES SUR LES FINS DE PARTIES AU JEU DES
ÉCHECS COMPOSÉES SEULEMENT DU ROI ET DES PRIONS: Illustré de Cent-
quatre-vingt Diagrammes. Par JEAN PRETI. Se vend chez l'Auteur,
Rue Paradis; Poissonnière 8, au Café de la Régence, Rue St. Honoré
161, Paris.

ENGLISH Chess-Players are not celebrated for their knowledge of end-games. It is not that there are wanting amongst them those who play every part of a game of Chess well, *up to a certain point*, but that knowledge of end-games is a rare gift, and their study is rarer. On the contrary, Continental players excel in this branch of Chess so much, that scarcely any fine foreign player (in a marked manner, we must here refer to our German, both Austrian and Prussian, brothers) can be said to want a competent acquaintance with this important portion of Chess. Well

may this portion of Chess be styled important, when it is remembered that in all practical matters, and also in all artistic pursuits, *the end surpasses the beginning and the middle*. Many begin, some prosecute, few bring to perfection. A Chess-player who is unable to conduct the termination of a game with exactness, may be compared to that unfortunate pilot who, upon hearing that a ship had escaped the perils of a harbour over-fraught with vessels, and—perhaps by a kind intervention of that which weak men call fortune, wise men Providence—had passed through the midst of the tempestuous ocean, resolved to accomplish the *easy* task of bringing it into port. Alas, poor vain man! the wings of the winds of the channel *may* soar higher than those of the open sea. An end-game *may*—it does not invariably—exceed in difficulty any other part of a game. Let us not, however, deal in generalities. What is the exact definition of an end-game? Let this be given, in order that future mariners may avoid the fate of the hapless pilot. Upon this subject exist discrepancies. We have heard an excellent player, who had contested a match of more than thirty games, complain that throughout his match there was not one, or barely one, end-game. Are we then to confine our definition to an end with Kings and Pawns? Certainly not. The essence of Chess (we always speak of Chess as an art) is that it produces. It is not that mere grammar which can be learnt by rote, it is the offspring of imagination balanced by judgment. False Chess may borrow, may be a disciple; it rises not to the dignity of true Chess, it ventures not to wear the garb of the teacher. We do not therefore accept the definition of a skilful player that an end-game must be so constrained. May the time never come in which a great match-game expects a particular termination! Is an end-game, then, that in which a few Pieces, the Kings and Pawns included, are in co-operation? This is a truer view, but it must be extended to those cases in which no Pawns, but only a few Pieces, are on the board.* The exact definition of an end-game we take to be "that part of the game of Chess in which three, or at the most four, Pieces besides the Kings, Pawns being on or off the board, are engaged on each side." If this be true, the end-game partakes both of combination and of knowledge. An opening may require simply of its student that he learn by heart a certain set of moves invented by the best authors, and may encourage him in the notion that, if he play those moves correctly, he may plume himself upon an early victory—may imagine himself a HOTSPUR in a Gambit, a WELLINGTON in a solid game, a MARLBOROUGH in the apt use of his cavalry, even a FREDERICK in the slower but more unerring advance of his infantry. A middle-game may meet him in the full heat of this delusion. It may stop him. Racehorses who, thanks to the indulgence of their competitors, have gone away at their best pace with a strong lead at the outset, have been fatigued in the middle of the course. Still, it may not stop him. His lead may be so far ahead of the field that he cannot be caught till he reaches the distance. Immediately *judicious* critics shed tears. The horse that led so far ought to have won,

* To what part of Chess can Bilguer's and Der Lasa's discoveries relative to the power of the King and Two Knights, &c., be assigned, save to end-games?

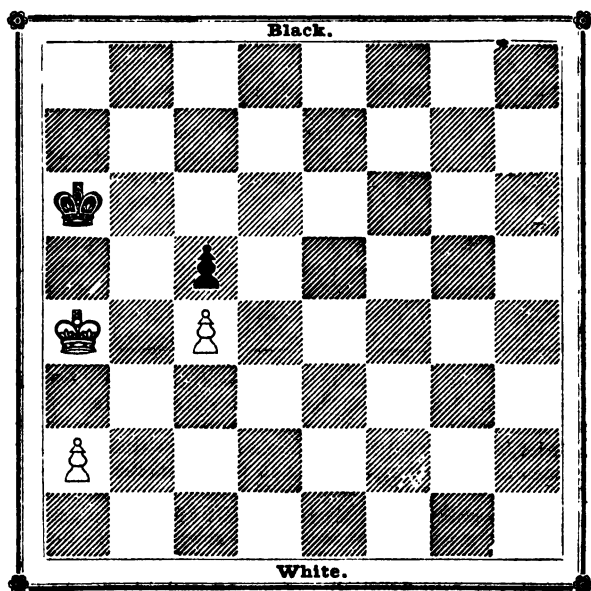
the player who made that grand opening should have gained the victory, but we are obliged to add the painful conclusion—they were defeated.

"Sic vos non vobis mellificatis apes."

Men do not see that crammed Chess-players, well-trained racehorses, may have read with care an admirable author, may be well-riden by a skilful jockey, and may push along their way exactly to the point at which it suits the accomplished opponent who carries no superfluous flesh, but is all muscle, upon whose back waits a skilful rider, to make his effort, but not further. An end-game embodies general principles. Unlike an opening, which does but particularize, it generalizes. Unlike the middle-game, it deals not entirely with universals, it descends to particulars. Unlike an opening, it does not accept without a mental effort the analysis of a writer, it cannot be reduced into an unchanging system. Unlike a middle-game, or the average middle-game, it admits of absolute demonstration. No hypothesis will do here; Art calls for the aid of her sterner sister, Mathematics. Still, however, amidst the clear sounds of proof, proof irrefragable, is heard her clearer voice (Art sooner penetrates the distance): "I too have my place; an end-game player invents, does not use the mere implements of a student." It is for this reason that those who, from want of leisure, have not studied ends of games, but who have believed in them notwithstanding—who have accepted the art in the truest sense, not with the vain-glorious boast of the arrogant and self-sufficient pedant, not with the lack-a-daisical air of the contemptible time-killer, but with becoming modesty, that self-sacrificing spirit which leads into truth and never deceives (if for a moment she misleads, it is for our ulterior improvement that we are so misled)—it is for this reason that these men always love end-games. In their ignorance they play them with enthusiasm. If pitted against their skilful manager, they wish to learn from him by study (and end-games admit of study in actual play), they emulate their master. They cannot feel cowardice. To them CAISSA has said: "Ye play to raise me, not yourselves. Your interest in end-games is the seal of your devotion to me. Ye would rather see the altar blazing, after the gifts are laid on it, than behold it without honour, without fire, without animation. Strive on then, gallant spirits. Ye can never say, 'O tempora, O mores.' Time ye can overcome, morals will not fail you. English players, end-games have more than a common claim upon you. Your national character lies not so much in originating as in improving others' inventions. Ye detest at the same time the absence of originality. Take then my gift, end-games. Openings can be worked out by study; middle-games are taken from me by the few; end-games, partly original, partly elaborated, I give to the English nation."

M. PRÆTI's volume is a carefully-selected series of end-games in which Kings and Pawns are engaged. The author's aim appears to have been not originality but accuracy in compilation, together with an introduction of system into these old positions. Hence every one of the specimens will be found in its right place, and is illustrated by a diagram. M. PRÆTI's book, which is an 8vo of 167 pages, may consequently be safely recommended to the reader as a good text-book of elementary end-games. Of its general correctness, so far as we have examined it, we may speak

highly. It may not therefore be unimproving to conclude these remarks with a correction of a position in M. PRETI's book. The position in question, of which we give a diagram below, was published originally in the useful collection of end-games in Mr. WALKER's treatise; but an able critic, HERR KLING, has shown it to be solved erroneously both in Mr. WALKER's and M. PRETI's volumes.



In Mr. WALKER's treatise ("Art of Chess-play," fourth edition, London: Sherwood, Gilbert, and Piper, Paternoster Row, 1846), the solution is thus given: "This situation arose in play. White had the move, and the game was drawn. He played thus:—

1. K. to Q. R. third
2. K. to Q. Kt. second
3. K. to Q. Kt. third
4. K. to Q. B. third
5. P. to Q. R. third
6. K. to Q. third
7. K. to his fourth
8. K. to Q. third (best)
9. K. to Q. second
10. K. to Q. B. second

1. K. to Q. Kt. third
2. K. to Q. R. fourth
3. K. to Q. R. third
4. K. to Q. R. fourth
5. K. to Q. R. fifth
6. K. takes P.
7. K. to Q. Kt. sixth
8. K. to Q. Kt. fifth
9. K. takes P.

Equal game."

The above solution is correct up to the fourth move of both parties. The true solution subsequently, as pointed out by Herr KLINE, proves that White should win.

5. K. to Q. second
6. K. to his third
7. K. to Q. third

5. K. to Q. R. fifth
6. K. to Q. Kt. fifth

And wins.

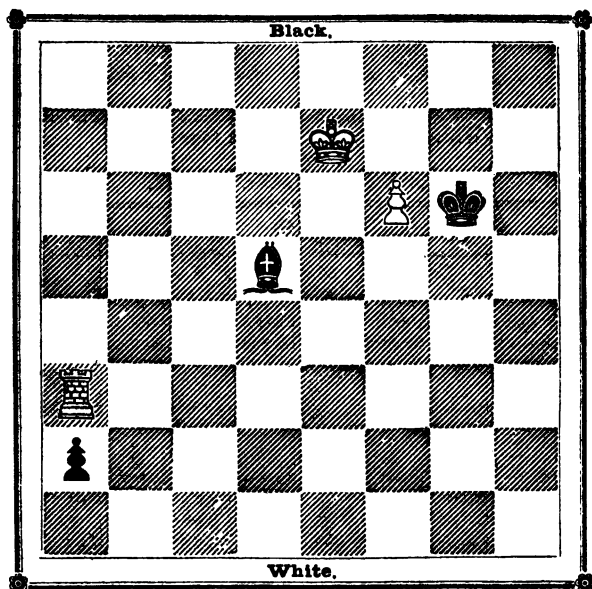
B.

MISCELLANEOUS.

A MEETING of Chess-players was held at Leeds upon the 21st instant. We will give particulars in our next number.

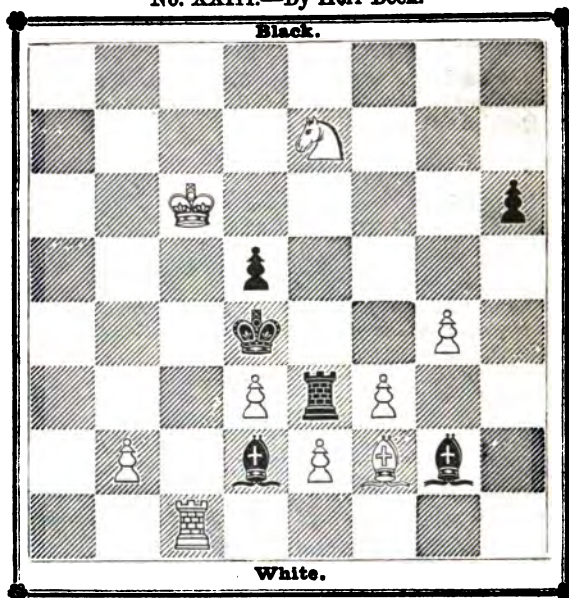
PROBLEMS.

No. XXII.



Black has the move ; White cannot win. This Chess study is founded on a position occurring in a game of Mr. Zytogorski.

No. XXIII.—By Herr Beck.



White to play and mate in four moves.

No. XXIV.—By Mr. Taunton.



White to play and mate in four moves.

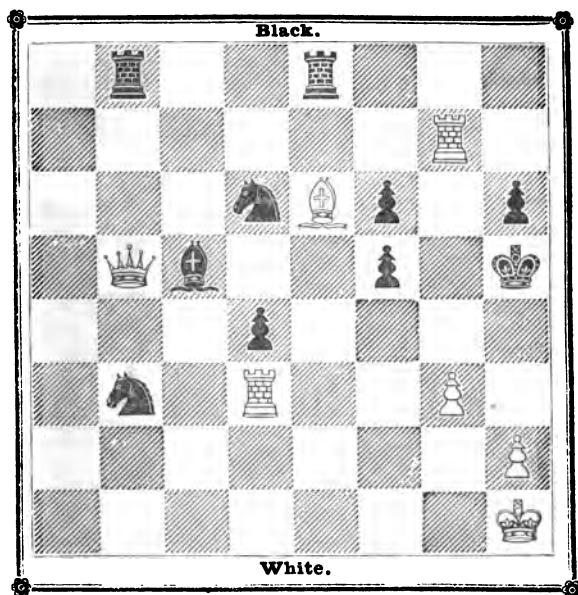
TO OUR CONTRIBUTORS.

As this number will close the present series of the *Chess-Player's Chronicle*, we take this opportunity of thanking our contributors for their valuable assistance.

PROBLEMS.

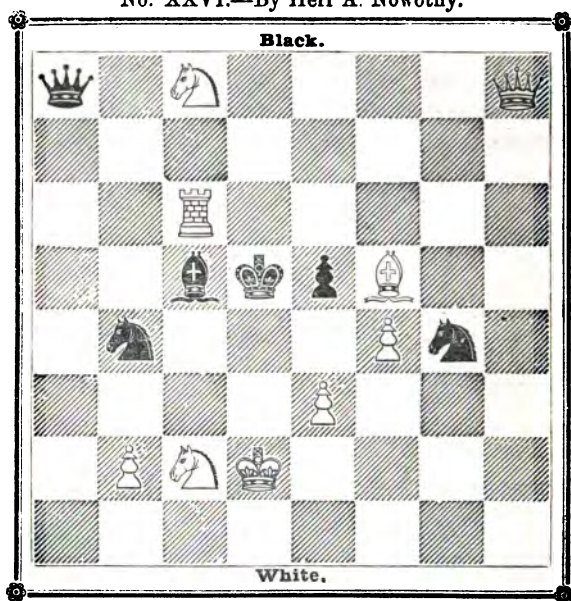
In a previous number we presented our readers with some fine Problems by Herr CONRAD BAYER, extracted from the *Wiener Schachzeitung*. We now give from the same source six neat positions, the inventions of two Viennese amateurs, Herren J. DZIEWONSKI and A. NOWOTNY.

No. XXV.—By Herr A. Nowotny.



White to play and mate in three moves.

No. XXVI.—By Herr A. Nowotny.



White to play and mate in three moves.

No. XXVII.—By Herr A. Nowotny.



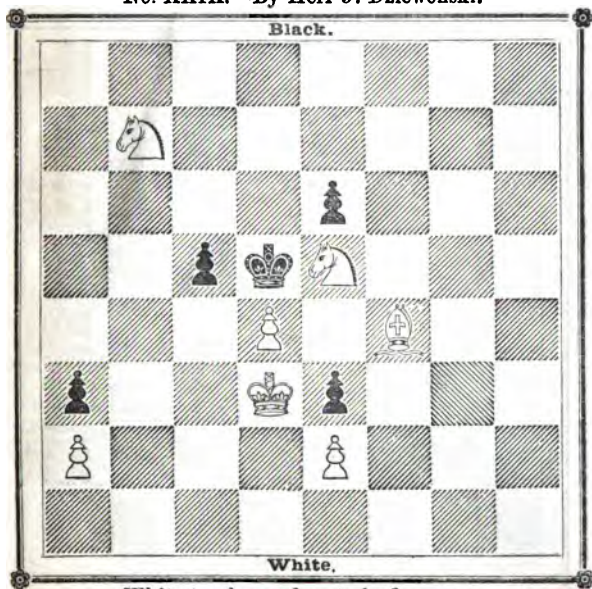
White to play and mate in four moves.

No. XXVIII.—By Herr J. Dziewonski.



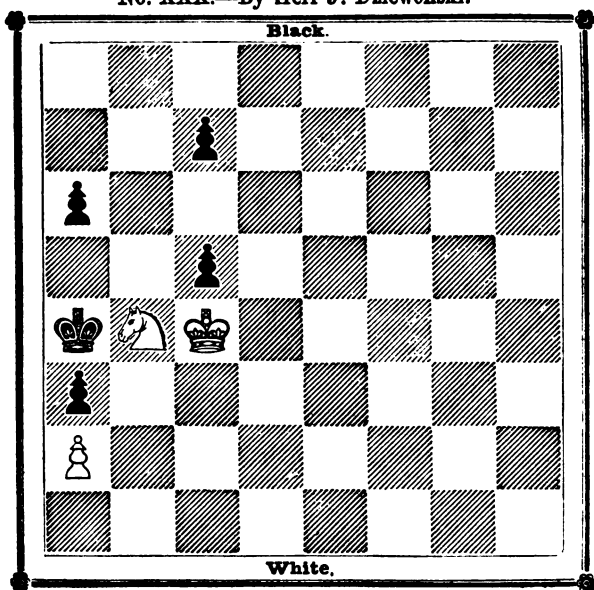
White to play and mate in five moves.

No. XXIX.—By Herr J. Dziewonski.



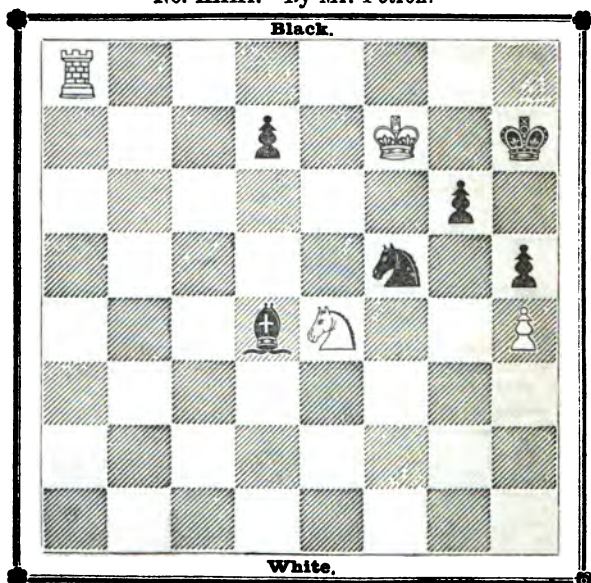
White to play and mate in five moves.

No. XXX.—By Herr J. Dziewonski.



White to play and mate in six moves.

No. XXXI.—By Mr. Petroff.



White to play and mate in five moves.

(This fine position, worthy of its inventor's name, has been given in the
Berliner Schachzeitung.)

SOLUTIONS TO PROBLEMS.

No. 22. Page 223.

In this position the following are the key-moves :—

- | <i>White.</i> | <i>Black.</i> |
|------------------------|-------------------------|
| 1. R. to Q. R. seventh | 1. B. to K. Kt. square |
| 2. R. to Q. R. sixth | 2. B. to K. B. second |
| 3. R. to Q. R. eighth | 3. B. to Q. fourth, &c. |

The purport of these moves should be well considered by the lover of end-games.

No. 23. Page 224.

- | <i>White.</i> | <i>Black.</i> |
|--------------------------------|---------------------------------|
| 1. K. to Q. Kt. fifth | 1. K. to his fourth |
| 2. R. to Q. B. sixth | 2. K. to his B. fifth (A, B, C) |
| 3. Kt. to K. Kt. sixth (check) | 3. K. to his Kt. fourth |
| 4. B. to K. R. fourth | |

Mate.

(A)

- | | |
|-----------------------|-------------------|
| 3. R. to K. sixth | 2. K. to Q. fifth |
| 4. Kt. to Q. B. sixth | 3. Any move. |

Mate.

(B)

- | | |
|---|-----------------------|
| 3. B. takes R. | 2. B. to K. eighth |
| If "P. to Q. fifth," White mates with the K. B. Pawn. | 3. B. to K. Kt. sixth |
| 4. Kt. mates | |

(C)

- | | |
|-------------------------------|--|
| 3. B. to K. Kt. sixth (check) | 2. B. to Q. B. eighth, or P. to K. R. fourth |
| 4. Kt. to K. B. fifth | 3. K. to Q. fifth |

Mate.

No. 24. Page 224.

- | <i>White.</i> | <i>Black.</i> |
|--|----------------------------|
| 1. R. to Q. Kt. third | 1. Q. to her sixth (check) |
| 2. K. to Q. B. sixth (discovering check) | 2. Q. takes R. |
| 3. Q. to her B. eighth (check) | 3. K. takes Q. |
| 4. Rook mates. | |

If Black interpose his Bishop at his second move, he will be mated equally.

No. 25. Page 225.

<i>White.</i>	<i>Black.</i>
1. R. to K. third	1. R. takes Q. (best)
2. R. to K. fourth	2. P. or Kt. takes R.
3. Bishop mates	

No. 26. Page 226.

<i>White.</i>	<i>Black.</i>
1. Kt. to Q. fourth	1. P. takes Kt. (B, C)
2. Q. takes P. (check)	2. K. takes R. (A)
3. Queen mates	
	(A)
3. Knight mates	2. B. takes Q.
	(B)
2. Kt. to Q. sixth (check)	1. K. to Q. B. fifth
3. Bishop mates	2. K. to Q. fourth
	(C)
2. B. to K. fourth (check)	1. Q. takes Kt.
3. Queen mates	2. K. takes B. (D)
	(D)
3. Q. Kt. Pawn mates	2. K. to Q. B. fifth

No. 27. Page 226.

<i>White.</i>	<i>Black.</i>
1. B. to K. sixth	1. P. takes B. (best)
2. R. to Q. fourth	2. Kt. takes R. (best)
3. Kt. to Q. second	3. Any move.
4. Knight mates	

No. 28. Page 227.

<i>White.</i>	<i>Black.</i>
1. B. to Q. R. seventh	1. P. to Q. Kt. third or fourth
2. K. to Q. Kt. sixth	2. K. to his sixth
3. K. to Q. B. sixth (discovering check)	3. K. to his fifth
4. K. to Q. B. fifth	4. K. to his sixth
5. K. to Q. fifth	

Discovering mate.

No. 29. Page 227.

- White.*
1. K. takes P.
 2. K. to his B. third
 3. P. to K. fourth (check)
 4. B. to Q. second
 5. B. to Q. B. third

- Black.*
1. P. takes P. (check) (A)
 2. P. to Q. sixth
 3. K. to Q. fifth
 4. K. takes Kt.

Mate.

(A)

2. B. to K. Kt. third
3. K. to Q. third
4. K. Pawn mates

1. P. to Q. B. fifth
2. P. to Q. B. sixth
3. P. to Q. B. seventh

No. 30. Page 228.

- White.*
1. Kt. to Q. B. sixth
 2. Kt. to Q. B. seventh
 3. Kt. to Q. Kt. fifth
 4. K. takes P.
 5. K. to Q. B. fourth
 6. P. takes P.

Black.

Black's moves are forced.

Mate.

No. 31. Page 228.

- White.*
1. Kt. to K. Kt. fifth (check)
 2. R. to K. R. eighth (check)
 3. K. to his Kt. eighth
 4. K. takes B.
 5. Knight mates

- Black.*
1. K. to his R. third
 2. B. takes R.
 3. Kt. to Q. third (best)
 4. Kt. anywhere

CHESS IN THE METROPOLIS.

THE ensuing game was played some little time ago, Herr LÖWE giving Mr. GREEN the odds of "the Pawn and move."

(Remove Black's K. B. Pawn from the Board.)

- White.* (Mr. GREEN.)
1. P. to K. fourth
 2. P. to Q. fourth
 3. P. to K. B. fourth
 4. Q. B. to K. third

- Black.* (Herr LÖWE.)
1. K. Kt. to K. R. third
 2. K. Kt. to K. B. second
 3. P. to K. third
 4. K. B. to K. second

White. (Mr. GREEN.)

5. K. Kt. to K. B. third
6. P. to K. fifth
7. P. to Q. B. fourth
8. Q. Kt. to Q. B. third
9. K. B. to Q. third
10. Castles
11. Q. B. to Q. second
12. Q. to her B. second (a)
13. B. takes K. R. P. (check)
14. Q. Kt. to K. second
15. Q. to K. Kt. sixth
16. Q. Kt. to K. Kt. third
17. Q. Kt. to K. R. fifth
18. K. to his R. square
19. K. Kt. to K. R. fourth (c)
20. P. to K. Kt. third (d)
21. Q. to K. fourth
22. B. to K. Kt. sixth
23. B. takes B.
24. B. takes Kt.
25. B. takes Q. Kt. P. (f)
26. B. to Q. R. sixth
27. B. to Q. B. third
28. Q. takes Q. B. P.
29. Q. R. to Q. Kt. square
30. P. to K. Kt. fourth
31. K. R. to K. B. third
32. R. takes Kt.
33. B. to Q. second
34. Q. to her B. third
35. R. to Q. Kt. fifth

Black. (Herr LÖWE.)

5. P. to Q. third
6. P. to Q. fourth
7. P. to Q. B. third
8. Castles
9. K. Kt. to K. R. third
10. K. Kt. to his fifth
11. P. to Q. B. fourth
12. P. takes Q. P.
13. K. to his R. square
14. P. takes Q. B. P.
15. P. to Q. sixth
16. K. Kt. to K. B. third
17. K. B. to Q. B. fourth (check) (b)
18. Q. to K. second
19. Q. Kt. to Q. B. third
20. Q. B. to Q. second
21. Q. B. to K. square
22. K. Kt. to K. B. fourth
23. K. Kt. takes Kt. (e)
24. Kt. to K. B. fourth
25. Q. R. to Q. Kt. square
26. R. takes Q. Kt. P.
27. R. to K. seventh
28. K. R. to Q. square
29. Q. to K. B. second
30. B. to Q. Kt. third
31. Kt. to K. sixth
32. R. takes R.
33. R. to K. seventh
34. Q. to her second
35. R. takes B. (g)

And wins.

Notes.

(a) Not only attacking the King's Rook's Pawn, but also threatening to play "P. takes Q. P.," and, upon Black's retaking the Pawn, to capture the other Pawn with his Queen's Knight.

(b) If he had moved his King's Rook to K. B. second square, White might have replied with "P. to K. B. fifth."

(c) "K. Kt. to his fifth," threatening presently to move the Bishop to K. Kt. eighth square, would also have been good play.

(d) A very interesting train of play arises from "Q. Kt. to K. B. sixth."

20. Kt. to K. B. sixth

21. Q. takes Kt.

20. P. takes Kt.

We may here observe that "Q. B. to K. third," a very beautiful move which was suggested to us by Herr Falkbeer, will win against any reply save "B. to Q. Kt. fifth."

22. Kt. to K. Kt. sixth (check)

23. Q. takes Q. (check)

24. Kt. takes R. (check)

25. P. takes P.

21. Q. takes B.

22. K. to his Kt. square

23. K. takes Q.

24. B. takes Kt.

We prefer White's game, although he is a Piece behind his opponent.

(e) Did Black here give up the piece designedly, or was this move an oversight? "Q. takes B." seems to be safer.

(f) "B. to Q. R. fourth" would have been more judicious.

(g) This stroke of play leaves White no resource.

A GAME played in the M'Donnell Club, Herr HORWITZ giving Mr. GREEN the odds of "the Pawn and move."

(Remove Black's K. B. Pawn from the Board.)

White. (Mr. GREEN.)

1. P. to K. fourth
2. P. to Q. fourth
3. P. to K. R. fourth
4. P. to Q. B. third
5. P. takes P.
6. P. to K. R. fifth
7. Q. Kt. to Q. B. third
8. K. Kt. to K. B. third
9. Q. B. to K. third
10. Q. to her second
11. K. B. to Q. third
12. P. to K. fifth
13. Q. Kt. to K. fourth
14. P. to K. Kt. fourth
15. Kt. to Q. sixth (check)
16. P. takes Kt.
17. P. takes Kt.
18. Castles on the King's side
19. R. takes B. (check)

VOL. IV.

Black. (Herr HORWITZ.)

1. P. to K. third
2. P. to K. Kt. third
3. P. to Q. B. fourth
4. P. takes P.
5. K. B. to K. Kt. second
6. K. Kt. to K. second
7. Q. Kt. to Q. B. third
8. P. to K. R. third
9. P. to K. Kt. fourth
10. P. to Q. Kt. third
11. Q. B. to Q. Kt. second
12. P. to Q. R. third
13. K. Kt. to K. B. fourth
14. Kt. takes B.
15. K. to his B. square
16. Kt. takes K. P. (a)
17. B. takes Kt.
18. B. takes P.
19. K. to his Kt. second

H H

<i>White.</i> (Mr. GREEN.)	<i>Black.</i> (Herr HORWITZ.)
20. B. to K. fourth	20. Q. R. to his second
21. Q. R. to K. B. square	

White won the game.

Note.

(a) This is very hazardous, but, play as he will, Black must have a bad game.

In the next game, played in the M'Donnell Club, Mr. ZYTOGORSKI gave Mr. GREEN the odds of "the Pawn and move."

(Remove Black's K. B. Pawn from the Board.)

<i>White.</i> (Mr. GREEN.)	<i>Black.</i> (Mr. ZYTOGORSKI.)
1. P. to K. fourth	1. Q. Kt. to Q. B. third
2. P. to Q. fourth	2. P. to K. third
3. K. Kt. to K. B. third	3. P. to Q. third
4. Q. Kt. to Q. B. third	4. P. to K. Kt. third
5. K. B. to Q. B. fourth	5. Q. to K. B. third
6. Q. B. to K. Kt. fifth	6. Q. to K. B. second
7. Castles	7. Q. Kt. to Q. R. fourth
8. K. B. to Q. third	8. P. to Q. Kt. third
9. Q. Kt. to K. second	9. P. to K. R. third
10. Q. B. to Q. second	10. Q. Kt. to his second
11. P. to K. fifth	11. K. Kt. to K. second
12. P. to Q. B. fourth	12. K. B. to K. Kt. second (a)
13. Q. to her B. second	13. P. takes P.
14. K. Kt. takes P.	14. B. takes Kt.
15. P. takes B.	15. Q. Kt. to Q. B. fourth
16. Q. R. to Q. square	16. B. to Q. Kt. second
17. B. to K. third	17. Q. Kt. takes K. B.
18. Q. takes Kt.	18. Kt. to K. B. fourth
19. Kt. to K. Kt. third	19. Q. to K. second
20. Kt. to K. fourth	20. K. to his B. second
21. Kt. to K. B. sixth	21. Q. R. to Q. square
22. Q. to her B. second	22. P. to Q. B. fourth
23. R. takes R.	23. R. takes R.
24. R. to Q. square (b)	24. Q. to her B. second
25. R. takes R.	25. Q. takes R.
26. Q. to her second	26. Q. to her B. second

White. (Mr. GREEN.)

27. Q. to her seventh (check)
28. Kt. takes Q.
29. Kt. to Q. Kt. eighth (*d*)
30. P. takes Kt.
31. P. to Q. Kt. fourth
32. P. to Q. Kt. fifth
33. K. to his B. second
34. Kt. to Q. B. sixth (*e*)
35. P. takes B.
36. K. to his second
37. P. to Q. R. fourth
38. K. to Q. third
39. Q. B. P. takes P. (check)
40. P. takes P. (check)
41. K. to Q. B. third

Black. (Mr. ZYTOGORSKI.)

27. Q. takes Q.
28. B. to K. fifth (*c*)
29. Kt. takes B.
30. K. to his second
31. B. to Q. Kt. second
32. K. to Q. square
33. K. to Q. B. square
34. B. takes Kt.
35. K. to Q. B. second
36. K. takes P.
37. P. to Q. R. third
38. P. to Q. Kt. fourth
39. P. takes P.
40. K. takes P.
41. P. to Q. B. fifth

With a winning game.

Notes.

(*a*) The originality, as well as caution, displayed in this opening, will be appreciated by the true Chess-player.

(*b*) In De La Bourdonnais' opinion the early exchange of Pieces tells in favour of the experienced giver of the odds of "the Pawn and move." It is difficult, however, to frame an exact rule in such cases, as everything depends on the position occupied by the first player's extra Pawn. The great French master's criticism should at all events not be lost sight of by Chess aspirants.

(*c*) A well-timed move, menacing operations of an active nature upon the Queen's side, and also tempting White to make a counter-attack which must end in disaster.

(*d*) Foreseeing the direct, but not the indirect, consequences of Black's last move.

(*e*) The student of end-games will do well by observing that, if White had played the Knight to Q. R. sixth square, Black could have left that Piece imprisoned, and have taken his Bishop forward to K. fifth square, gaining at once either the hostile K. Kt. Pawn or the Q. B. Pawn.

THE kindness of one of our amateurs, who took copies of the first ten games in the match played in 1854-1855 between Messrs. BRIEN and JANSSENS, enables us to give out of their number those which have not as yet appeared in the columns of the *Chess-Player's Chronicle*.

*(Giuvoco Piano.)**White. (Mr. BRIEN.)*

1. P. to K. fourth
2. K. Kt. to K. B. third
3. K. B. to Q. B. fourth
4. P. to Q. B. third
5. P. to Q. third
6. Q. B. to K. Kt. fifth
7. Q. B. to K. R. fourth
8. Q. Kt. to Q. second
9. B. takes B.
10. Q. to her Kt. third
11. B. takes Kt.
12. Castles on the Queen's side
13. Q. R. to K. B. square (a)
14. P. to Q. R. fourth
15. P. to K. Kt. fourth
16. P. to K. R. fourth
17. P. to K. R. fifth
18. P. takes P.
19. P. to K. Kt. fifth
20. K. Kt. to K. square
21. Q. Kt. to Q. B. fourth
22. K. to Q. Kt. square
23. K. Kt. to Q. B. second
24. Kt. takes B.
25. Q. takes K. P. (check)
26. K. R. to K. Kt. square
27. Q. R. to Q. B. square
28. K. R. takes P.
29. P. to K. R. sixth
30. R. to K. Kt. fourth
31. Q. takes Q.
32. K. R. to K. Kt. seventh (check)
33. Q. R. to K. Kt. square
34. K. R. to K. Kt. eighth

Black. (Mr. JANSSENS.)

1. P. to K. fourth
2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth
4. K. Kt. to K. B. third
5. P. to Q. third
6. P. to K. R. third
7. Q. B. to K. third
8. K. B. to Q. Kt. third
9. P. takes B.
10. Q. to K. second
11. Q. takes B.
12. Castles on the King's side
13. P. to Q. R. fourth
14. Q. R. to Q. Kt. square
15. Q. to K. B. second
16. P. to Q. fourth
17. P. takes P.
18. Q. R. to Q. square
19. Q. R. to Q. sixth
20. Q. R. to Q. third
21. Q. to K. B. fifth (check)
22. Q. takes K. P. (check)
23. R. to Q. sixth
24. P. takes Kt.
25. K. to his R. second
26. R. to Q. seventh
27. P. takes P.
28. K. R. takes P.
29. P. to K. Kt. third
30. Q. to K. B. fourth
31. P. takes Q.
32. K. takes P.
33. R. to Q. third (b)

The game was given up as equal.

Notes.

(a) The Queen's Rook when placed on this square in this manner occupies a somewhat inelegant position,

(b) "Q. R. to Q. eighth (check)" would give Black more chance of winning the game. It is right, however, to state that several skilful players substituted the move suggested for the move in the text, and tried back-games, but without producing a result different from that produced by Mr. Janssens.

Between the same Players.

(*Algaier Gambit.*)

Black. (MR. JANSSENS.)

1. P. to K. fourth
2. P. to K. B. fourth
3. K. Kt. to K. B. third
4. P. to K. R. fourth
5. K. Kt. to K. fifth
6. Kt. takes K. Kt. P.
7. P. to Q. fourth (a)
8. Q. to K. second
9. K. to Q. square
10. K. Kt. to K. fifth
11. K. Kt. to Q. third
12. P. to Q. B. third
13. Q. to her B. second
14. K. B. to K. second
15. B. takes B. (check)
16. Q. to K. second
17. Q. Kt. to Q. second
18. Q. to K. B. third
19. Q. takes Q. (check)
20. R. takes R.
21. Q. Kt. to his third
22. K. to Q. B. second
23. B. takes P.
24. Q. Kt. to Q. second
25. R. to Q. square
26. K. Kt. takes B.
27. K. Kt. to Q. third
28. R. takes R.
29. K. takes Kt.
30. K. to his third

White. (MR. BRIEN.)

1. P. to K. fourth
2. P. takes P.
3. P. to K. Kt. fourth
4. P. to K. Kt. fifth
5. K. Kt. to K. B. third
6. K. Kt. takes P.
7. K. B. to K. second (b)
8. B. takes P. (check)
9. P. to Q. fourth (c)
10. K. B. to K. Kt. sixth
11. Q. Kt. to Q. B. third
12. Q. to K. Kt. fourth
13. Q. B. to K. Kt. fifth (check)
14. Castles on the Queen's side
15. Q. takes B. (check)
16. P. to K. R. fourth
17. Q. R. to K. square
18. K. Kt. to his fourth
19. P. takes Q.
20. R. takes R.
21. R. to K. R. eighth (check)
22. R. to K. Kt. eighth
23. R. takes P. (check)
24. K. Kt. to K. fifth
25. B. takes B.
26. R. to K. B. seventh
27. R. takes Kt. (check)
28. Kt. takes R.
29. P. to K. B. fourth
30. Kt. to K. second

<i>Black.</i> (Mr. JANSSENS.)	<i>White.</i> (Mr. BRIEN.)
31. K. to his B. fourth	31. K. to Q. second
32. Kt. to Q. B. fifth (check)	32. K. to Q. B. third
33. P. to Q. R. fourth	33. P. to Q. Kt. third
34. Kt. to Q. third	34. K. to Q. third
35. K. to his Kt. fifth	35. K. to his third
36. Kt. to K. B. fourth (check)	36. K. to his B. second
37. P. to Q. Kt. fourth	37. P. to Q. R. third
38. Kt. to Q. third	38. K. to his third
39. Kt. to Q. B. square	39. Kt. to Q. B. square (<i>d</i>)
40. Kt. to K. second	40. Kt. to K. second
41. Kt. to K. B. fourth (check)	41. K. to Q. third
42. Kt. to K. second	42. P. to Q. B. third
43. Kt. to K. B. fourth	43. P. to Q. R. fourth
44. P. takes P.	44. P. takes P.
45. Kt. to K. second	45. P. to Q. B. fourth
46. Kt. to K. B. fourth	46. P. takes P.
47. P. takes P.	47. P. to K. Kt. sixth
48. Kt. to K. Kt. second (<i>e</i>)	48. Kt. to Q. B. third
49. K. takes P.	49. Kt. takes P. (check)
50. K. to his B. fourth	50. Kt. to K. seventh (check)
51. K. to his B. third	51. Kt. to Q. B. sixth
52. K. takes P.	52. Kt. takes P.
53. K. to his B. fourth	53. K. to Q. B. fourth
54. K. to his third	54. Kt. to Q. Kt. seventh
55. K. to Q. second	55. P. to Q. fifth
56. Kt. to K. square	56. K. to Q. B. fifth
57. K. to Q. B. second	57. Kt. to Q. R. fifth
58. Kt. to Q. third	58. Kt. to Q. B. fourth
59. Kt. to Q. Kt. second (check)	59. K. to Q. Kt. fifth
60. Kt. to Q. square	60. P. to Q. R. fifth
61. K. to Q. Kt. second	61. P. to Q. R. sixth (check)
62. K. to Q. R. second	62. Kt. to K. fifth (<i>f</i>)

And wins.

Notes.

(a) This is an insidious move, tempting White to play "Kt. to K. Kt. sixth square."

(b) Had he played "Kt. to K. Kt. sixth," Black would have rejoined with "Q. B. takes P." This is an important and somewhat unusual variation. Perhaps, however, it is rendered unsound by the move in the text.

(c) Threatening to win the Queen. Some of White's next moves menace also this result.

(d) This end-game might have been abridged in several places. Black struggles very courageously against his inferiority of force.

(e) If he had played "K. to his R. fourth," White would have won the game by the sacrifice of his Knight on K. Kt. third square.

(f) Cutting off the hostile Knight.

Between the same Players.

(*Sicilian Opening.*)

White. (MR. BRIEN.)

1. P. to K. fourth
2. K. B. to Q. B. fourth
3. Q. Kt. to Q. B. third
4. P. to Q. R. fourth
5. P. to Q. third
6. Q. to K. B. third (a)
7. K. Kt. to K. second
8. Q. to K. Kt. third
9. P. takes Kt. (b)
10. Q. B. to K. B. fourth
11. Q. B. to his seventh (c)
12. Q. B. takes P.
13. K. Kt. takes Q.
14. P. to Q. R. fifth
15. P. to Q. Kt. third
16. P. to K. B. third
17. K. Kt. to K. second
18. Castles on the Queen's side
19. P. to K. R. third
20. K. to Q. Kt. second
21. P. to K. R. fourth
22. Kt. takes K. B. P.
23. P. takes P.
24. K. B. to his third
25. Kt. to Q. third
26. P. to K. fifth
27. Kt. takes Q. B. P.
28. P. takes Kt.
29. Kt. takes Q. R. P.

Black. (MR. JANSSENS.)

1. P. to Q. B. fourth
2. P. to K. third
3. P. to Q. R. third
4. P. to Q. Kt. third
5. Q. B. to Q. Kt. second
6. Q. Kt. to Q. B. third
7. Q. Kt. to K. fourth
8. Kt. takes B.
9. Kt. to K. second
10. Kt. to K. Kt. third
11. Q. to K. R. fifth
12. Q. takes Q.
13. B. to Q. B. third
14. Kt. to K. fourth
15. P. to K. B. fourth
16. P. to K. B. fifth
17. P. to K. Kt. fourth
18. Q. R. to Q. B. square
19. P. to Q. third
20. K. R. to K. Kt. square (d)
21. P. to K. Kt. fifth
22. P. takes P.
23. K. to his second
24. B. to K. R. third
25. Kt. to Q. second
26. P. takes P.
27. Kt. takes B.
28. B. to K. sixth
29. K. B. takes P.

White. (MR. BRIEN.)

30. P. to Q. B. fifth
31. P. to Q. Kt. fourth
32. Kt. takes B.
33. K. to Q. Kt. third
34. Q. R. to Q. third
35. Kt. to K. fourth
36. P. to Q. B. fourth
37. P. takes B.
38. Q. R. to K. third
39. R. takes P.
40. P. to Q. Kt. fifth
41. K. R. to Q. B. third
42. P. to Q. Kt. sixth
43. K. to Q. Kt. fourth
44. Q. R. to K. third
45. K. R. to Q. Kt. third
46. R. takes R.
47. R. to K. third
48. R. takes P. (check)
49. R. to K. seventh (check)
50. P. to Q. B. sixth

Black. (MR. JANSSENS.)

30. B. to Q. R. second
31. B. to Q. Kt. square
32. R. takes Kt.
33. K. R. to K. B. square
34. K. R. to K. B. fifth
35. B. to Q. fourth (check)
36. B. takes Kt.
37. R. takes P.
38. R. to Q. fifth
39. Q. R. to K. B. square
40. Q. R. to K. B. fifth
41. R. takes K. R. P.
42. K. to Q. second
43. R. to K. R. eighth
44. R. to Q. Kt. eighth (check)
45. R. takes R.
46. K. to Q. B. third
47. R. to Q. eighth
48. K. to Q. Kt. second
49. K. to Q. Kt. square

And wins.

Notes.

(a) This, we believe, is not a good move, although it does not turn out badly in the present instance.

(b) A doubled Pawn posted on Q. B. fourth square in some cases as effectually prevents the advance of the enemy's Q. Pawn, as does an officer. See the match-games between Herr Anderssen and Mr. Wyvill.

(c) Here Black loses the Q. Kt. Pawn. It is a pity that this is not a more frequent occurrence, as it might prevent players from adopting the dull style of Chess that springs from the occupation of the Knights' second squares by the Bishops. De La Bourdonnais and M'Donnell used to play their Bishops out into the open field. It is to be regretted that the present race of players will be wiser than those great masters. We must herein commend Herr Harwitz for the manner in which he brought his Queen's Bishop into the field, in some of his match-games with Herr Löwenthal.

(d) Being well aware, it seems, of the intention of his adversary to open an attack on the King's side, if he now too hastily placed his Knight on Q. second square.

Between the same Players.

*(Irregular Opening.)**White.* (Mr. BRIEN.)

1. P. to Q. fourth
2. P. to K. fourth (*a*)
3. Q. Kt. to Q. B. third
4. Q. B. to K. Kt. fifth
5. B. takes Kt.
6. Q. Kt. takes P.
7. Q. Kt. to K. Kt. third
8. P. to Q. B. third
9. K. to Q. second
10. K. B. to Q. third
11. Q. to K. B. third
12. K. Kt. to K. R. third
13. Q. R. to K. square
14. Q. Kt. to K. B. square
15. B. takes K. R. P. (check)
16. Q. to her third (check)
17. Q. to K. B. third
18. Kt. to K. Kt. third (*d*)
19. K. R. P. takes Kt.
20. Kt. takes P. (double check)

Black. (Mr. JANSSENS.)

1. P. to K. B. fourth
2. P. takes P.
3. K. Kt. to K. B. third
4. P. to Q. B. third (*b*)
5. K. P. takes B.
6. P. to Q. fourth
7. K. B. to Q. Kt. fifth (check)
8. Q. to K. second (check)
9. K. B. to Q. third
10. Castles
11. P. to K. B. fourth
12. P. to K. B. fifth
13. Q. to K. R. fifth (*c*)
14. B. to K. Kt. fifth
15. K. takes B.
16. B. to K. B. fourth
17. P. to K. Kt. fourth
18. P. takes Kt.
19. Q. to K. Kt. fifth
20. K. to his Kt. third

And wins.

Notes.

(*a*) This move occurred in the match between Mr. Staunton and Herr Horwitz. The old move, "P. to Q. B. fourth," is, however, to be preferred.

(*b*) Correct play. "P. to Q. fourth" is bad at this stage.

(*c*) Black very skilfully takes advantage of his opponent's remissness in this opening.

(*d*) The only move to give White even a shadow of a chance of escaping from his difficulties, and it is but a shadow.

Between the same Players.

*(Irregular Opening.)**White.* (Mr. BRIEN.)

1. P. to Q. B. fourth (*a*)
2. P. to K. third
3. P. to Q. R. third
4. P. to Q. fourth
5. K. P. takes P.
6. P. to Q. B. fifth (*b*)
7. K. Kt. to K. B. third
8. K. B. to Q. third
9. Castles
10. K. Kt. to K. fifth
11. P. to K. B. fourth
12. Q. Kt. to Q. second
13. Q. Kt. to K. B. third
14. P. to Q. Kt. fourth
15. Q. to her B. second
16. Q. P. takes P.
17. B. to Q. Kt. second
18. P. to Q. R. fourth (*c*)
19. Q. to her Kt. third
20. Q. to her R. third
21. K. Kt. takes Kt.
22. K. to his R. square
23. Q. Kt. to K. fifth
24. B. takes B.
25. P. to Q. Kt. fifth
26. P. takes P.
27. Kt. to Q. Kt. fourth (*e*)
28. Kt. takes P.
29. R. takes Kt.
30. Kt. to K. seventh (check)
31. Kt. takes P.
32. Q. takes P. (check)
33. R. takes Q. (check)
34. P. to K. Kt. fourth
35. R. takes R.
36. Kt. to Q. sixth

Black. (Mr. JANSSENS.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. P. takes Q. P.
5. K. B. to Q. third
6. B. to K. second
7. Castles
8. K. Kt. to K. fifth
9. P. to K. B. fourth
10. Q. Kt. to Q. second
11. Q. Kt. to K. B. third
12. P. to Q. B. third
13. Q. to her B. second
14. P. to Q. Kt. third
15. P. takes P.
16. Q. Kt. to Q. second
17. B. to K. B. third
18. Q. R. to Q. Kt. square
19. Q. Kt. takes P.
20. Kt. takes B.
21. Q. to her Kt. third (check)
22. B. to Q. R. third
23. K. B. takes Kt.
24. Q. R. to K. square
25. P. takes P.
26. Q. R. to K. third (*d*)
27. B. takes P.
28. Kt. to K. B. seventh (check)
29. Q. takes R.
30. K. to his B. second (*f*)
31. K. R. to Q. square (*g*)
32. Q. takes Q.
33. K. to his Kt. third
34. R. to Q. second (*h*)
35. B. takes R.
36. R. to K. second

White. (Mr. BRIEN.)

37. P. to K. R. third
38. P. to K. B. fifth (check)
39. Kt. to K. fourth (check)
40. B. to K. B. fourth (check)
41. Kt. to K. Kt. fifth (check)
42. K. to his Kt. second
43. P. takes P.
44. K. to his B. third
45. B. to Q. sixth
46. Kt. to K. R. third
47. B. to Q. B. fifth

Black. (Mr. JANSSENS.)

37. P. to K. R. fourth
38. K. to his Kt. fourth
39. K. to his R. third (*i*)
40. K. to his R. second
41. K. to his Kt. square
42. P. takes P.
43. R. to K. seventh (check)
44. R. to K. eighth
45. R. to K. Kt. eighth
46. R. to Q. eighth

And White, by bringing his Knight afterwards to K. B. second square, equalized the game.

Notes.

(a) Open games are certainly more interesting to the general reader, and therefore should be played by those who look on match-games at Chess as a means of affording public, not personal, amusement. When, however, the second player is known as one who, both by precept and practice, inculcates the doctrine of the superiority of close games, this *début*, in common with other irregular openings, must be adopted, to prevent a continual run on the Sicilian opening, at which so many printed games are already in existence.

(b) This move rarely turns out well in openings of this class.

(c) Either this or the next move of White seems to be founded on oversight or miscalculation.

(d) Evidently threatening checkmate, if the Bishop be captured. The position of both players is curious.

(e) Perhaps the best resource, when we consider that the game is greatly in Black's favour.

(f) The best move, as White threatened not only to checkmate or to regain "the exchange," but also placed the Bishop in jeopardy.

(g) It is difficult to determine which is Black's best move. The reader will notice, however, the objections to "Q. R. takes B."

(h) It is clear that "Q. B. to his third (check)" would be a fruitless move.

(i) The reason why Black now refrained from the tempting move, "K. to his R. fifth," will appear upon examination.

Between the same Players.

(*Irregular Opening.*)

White. (Mr. BRIEN.)

1. K. Kt. to K. B. third
2. P. to Q. fourth
3. P. to K. third
4. P. to Q. B. fourth
5. Q. Kt. to Q. B. third
6. P. to Q. R. third
7. B. takes P.
8. K. B. to Q. Kt. fifth
9. B. takes Kt.
10. Q. to her R. fourth
11. Castles
12. Q. takes Q. P.
13. Q. to K. B. fourth
14. K. R. to K. square
15. Q. takes Q.
16. Q. Kt. to his fifth
17. Kt. takes B.
18. B. to Q. second
19. B. to Q. Kt. fourth
20. B. takes R.
21. R. to Q. B. square
22. Kt. to Q. fourth
23. P. takes Kt.
24. P. to K. B. fourth
25. B. to Q. B. fifth
26. R. to Q. square
27. B. to Q. Kt. fourth
28. B. to Q. B. third
29. K. to his B. second
30. P. to K. Kt. third
31. K. to his third
32. R. to Q. second
33. R. to K. B. second
34. B. to K. square
35. B. to Q. B. third
36. B. to K. square

Black. (Mr. JANSSENS.)

1. P. to Q. fourth (a)
2. Q. B. to K. B. fourth
3. P. to K. third
4. K. Kt. to K. B. third
5. Q. Kt. to Q. B. third
6. P. takes P.
7. B. to Q. third
8. Castles
9. P. takes B.
10. P. to Q. B. fourth
11. P. takes P.
12. P. to Q. B. fourth
13. P. to Q. B. fifth (b)
14. Kt. to K. fifth
15. K. R. takes Q.
16. Kt. to Q. B. fourth
17. R. takes Kt.
18. Kt. to Q. Kt. sixth
19. Kt. takes R.
20. Kt. to Q. B. seventh
21. P. to K. B. third
22. Kt. takes Kt.
23. B. to Q. sixth
24. R. to Q. square
25. R. to Q. second
26. R. to Q. Kt. second
27. P. to Q. R. fourth
28. P. to Q. R. fifth
29. K. to his B. second
30. K. to his Kt. third
31. K. to his B. fourth
32. K. to his Kt. fifth (c)
33. P. to K. R. fourth
34. R. to Q. Kt. sixth
35. R. to Q. Kt. second
36. P. to K. Kt. third

White. (Mr. BRIEN.)

37. B. to Q. Kt. fourth
38. P. takes P.
39. B. to Q. B. third
40. R. to K. Kt. second (*d*)
41. R. to K. Kt. fifth (check)
42. R. to K. Kt. third (*e*)
43. R. takes P.
44. B. to Q. Kt. fourth
45. P. to K. R. fourth
46. P. to K. R. fifth
47. K. to his B. second
48. K. to his Kt. third
49. K. to his R. fourth
50. R. to K. Kt. sixth
51. K. to his Kt. fifth
52. K. to his B. sixth
53. B. to K. B. eighth
54. K. to his fifth
55. B. to Q. Kt. fourth
56. B. to Q. B. third
57. R. takes P.
58. K. takes B.
59. P. to Q. fifth (discovering check)
60. P. to Q. sixth

Black. (Mr. JANSSENS.)

37. P. to K. R. fifth
38. K. takes P.
39. P. to K. B. fourth
40. K. to his R. fourth
41. K. to his R. third
42. P. to K. Kt. fourth
43. B. to K. fifth
44. B. to Q. fourth
45. K. to his R. second
46. B. to K. fifth
47. B. to Q. fourth
48. R. to K. B. second
49. B. to K. fifth
50. B. to Q. fourth
51. R. to Q. second (*f*)
52. R. to Q. Kt. second
53. R. to Q. second (*g*)
54. R. to K. B. second
55. R. to Q. second
56. K. to his R. square (*h*)
57. B. takes R.
58. R. to K. R. second
59. K. to his Kt. square

And wins.

Notes.

(a) Probably the best reply to the opening move.

(b) Black has a much more open game than that displayed by his adversary. Obviously this Pawn cannot be taken.

(c) It is seldom, if ever, good play to attempt to win a game, the legitimate result of which is equality.

(d) Through his attempt to win the game, Black has enabled his opponent to make this move, which has a material influence upon the position.

(e) Threatening to win the Rook.

(f) The Bishops being on different colours, Black with due care should, we believe, still equalize the game. He does not, however, manage this move of his Rook judiciously.

(g) Evidently he cannot capture the offered Q. Kt. Pawn.

(h) This made the loss of the game more expeditious.

CONSULTATION CHESS.

To the amateur who supplied us with copies of the six previous games we are indebted also for our next game. It was played at Oxford, December, 1851, Mr. WILKINSON, one of the best Chess-players of Oxford University, and Mr. MUCKLOW, the leading amateur at that time of Oxford city, consulting together against Herr LÖWENTHAL.

(Philidor's Defence to the K. Kt. Opening.)

White. (The ALLIES.)

1. P. to K. fourth
2. K. Kt. to K. B. third
3. P. to Q. fourth
4. Q. takes P.
5. K. B. to Q. Kt. fifth
6. Q. to her square
7. Q. B. to K. B. fourth
8. P. to Q. B. third
9. K. B. to Q. third
10. P. to K. R. third
11. Q. B. to K. Kt. third
12. Kt. takes Kt.
13. Castles
14. Kt. to Q. second
15. Q. to K. second
16. Q. R. to Q. square
17. Kt. to Q. B. fourth
18. Kt. to K. third
19. K. to his R. square
20. B. to Q. B. second
21. R. takes R.
22. R. to Q. square
23. R. takes R.
24. Q. to her third
25. Q. takes Q.
26. P. to K. B. fourth
27. B. takes P.
28. B. to K. R. second
29. P. to Q. R. fourth
30. P. takes P.
31. B. to Q. third

Black. (Herr LÖWENTHAL.)

1. P. to K. fourth
2. P. to Q. third
3. P. takes P.
4. Q. Kt. to Q. B. third
5. Q. B. to Q. second
6. K. B. to K. second
7. K. B. to his third
8. K. Kt. to K. second
9. Castles
10. K. Kt. to his third
11. Q. Kt. to K. fourth
12. P. takes Kt.
13. Q. to K. second (a)
14. Q. B. to his third
15. Q. R. to Q. square
16. P. to Q. R. third
17. P. to Q. Kt. fourth
18. Q. to her B. fourth
19. Q. R. to Q. second
20. K. R. to Q. square
21. R. takes R.
22. Kt. to K. second
23. B. takes R.
24. Q. to her third
25. P. takes Q. (b)
26. P. takes P.
27. K. B. to K. fourth
28. Q. B. to K. third
29. P. to K. Kt. third
30. P. takes P.
31. Q. B. to Q. second

White. (The ALLIES.)

32. Kt. to K. Kt. fourth
33. P. takes B.
34. K. takes B.
35. P. takes P.
36. B. takes P.
37. B. to K. second
38. K. to his Kt. third
39. K. to his B. third
40. P. to Q. B. fourth
41. K. to his fourth
42. P. to Q. Kt. fourth
43. P. to Q. B. fifth (check)
44. B. to Q. B. fourth
45. K. to Q. fourth
46. P. to Q. Kt. fifth (check)
47. P. to Q. Kt. sixth (check)
48. P. takes P.
49. P. to Q. B. sixth
50. B. to Q. R. sixth (check)
51. P. to Q. B. seventh (check)
52. P. takes Kt.
53. B. to Q. third
54. B. to K. B. fourth

Black. (Herr LÖWENTHAL.)

32. B. takes Kt.
33. B. takes B.
34. P. to Q. fourth
35. Kt. takes P.
36. Kt. to K. sixth
37. K. to his B. square
38. K. to his second
39. Kt. to Q. fourth
40. Kt. to Q. B. second
41. K. to Q. third
42. P. to K. B. third
43. K. to Q. B. third
44. Kt. to K. square
45. P. to K. R. fourth
46. K. to Q. B. second
47. K. to Q. B. square
48. P. takes P.
49. P. to K. B. fourth
50. K. to Q. Kt. square
51. Kt. takes P.
52. K. takes P.
53. P. to K. B. fifth

And Black gave up the game. (c)

Notes.

(a) In our copy of the game, "Q. B. to his third" here occurs, the White replying with "Q. Kt. to Q. second," and Black then playing "Q. to K. second." As, however, in such a case Black could take a Piece gratuitously instead of moving his Queen, the reader will doubtless agree with us that we have rightly transposed Black's moves. It is, however, our duty not to make even the slightest alteration in the text of a game without the knowledge of our reader.

(b) These exchanges of Pieces—for which, however, Black is not answerable—militate very much against combination. The Allies evidently have an eye to the intrinsic weakness of the hostile Q. Pawn.

(c) Another game on the same terms was won by the Hungarian. We hope that a copy of that is also in existence, but have not received it.*

* Consultation Chess is *sui generis*, and should be played sparingly. Otherwise under its cover creep up those who dare not expose an undue reputation to a single-handed encounter. Thus men palm off their crusts for mutton.

NORTHERN AND MIDLAND COUNTIES CHESS ASSOCIATION.

President—the Right. Hon. Lord WARD.

Vice-President—the Right Hon. Lord LYTTELTON.

At a meeting of the committee on the 18th of June it was resolved that the next anniversary meeting of the Association should take place in Birmingham on Tuesday, Wednesday, and Thursday, the 28th, 29th, and 30th of October, 1856.

JAMES FREEMAN, Hon. Sec.

20 Temple Street, Birmingham,
1st July, 1856.

MISCELLANEOUS.

THE committee of management has named a very good time for the next meeting of the Northern and Midland Counties Chess Association. It is one which will suit admirably Members of both Houses of Parliament, and also those amongst our Chess amateurs who are engaged in forensic duties during other months of the year. Our national sports for the main part flag at the time named by the committee, so that we may confidently expect this year the adhesion of Chess-playing Cricketers and Oarsmen.

WE promised to give an account of the Leeds meeting. As, however, the copy of the local paper kindly forwarded us by our Huddersfield friends did not reach us, we must content ourselves with stating that the meeting, so far as we have heard, was very well attended; MR. WALKER, the well-known writer of treatises upon Chess, and Mr. MEDLEY, the Hon. Sec. of the London Chess-Club, were announced to us as just on the point of quitting London in order to attend the meeting. We conclude, therefore, that the inauguration of the West Yorkshire Chess Association was graced by their presence.

THE CHESS PLAYER'S CHRONICLE.

(NEW SERIES.)

JANUARY, 1856.

CONTENTS.

GAMES.

	Page
Nos. 1, 2. Between Herren Der Lasa and Szén	1-4
" 3, 4. ——— Rev. J. Owen and Mr Kipping	5-7
" 5, 6. ——— Herr Falkbeer and Mr Harris	7-9
" 7. ——— Messrs. Brien and Mongredien	9
" 8-11. ——— Mr. Brien and Herr Falkbeer	10-17
" 12. ——— Messrs. Zytogorski and Staunton	18
" 13. ——— Boden and Buckle	20
" 14. ——— Janssens and Kenny	24
" 15. ——— Brien and Janssens	25
" 16, 17. Between the Oxford Hermes and Trinity Cambridge Clubs	26-28

GENERAL MATTER.

Miscellaneous	29, 30
-------------------------	--------

PROBLEMS.

No. 1. By Mr. Powell	31
" 2. By Herr Conrad Bayer	31
" 3. By Mr. Riddle, of Alabama, Ontario	32
" 4. By Herr Kling	32

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MARCH, 1856.**CONTENTS.****GAMES.**

No. 1. Between Messrs. Brien and Mongredien	age
" 2, 3. ——— Green and Szabo	65
" 4. ——— Worrell and T. Worrell	66, 67
" 5. ——— Janssens and Owen	69
" 6, 7. ——— Falkbeer and Janssens	72
" 8, 9, 10. ——— Brien and Green	73-75
" 11. ——— Horwitz and Mongredien	77-81
" 12. ——— Budzinski and Laroche	81
" 13, 14. ——— Anderssen and V. H. D. Lasa	84
" 15. By Herr Kling v. Messrs. Green and Healey	87, 88
	91

GENERAL MATTER.

Annual Dinner of the London Chess-Club	93
Miscellaneous	94

PROBLEMS.

No. 7. By Mr. Taunton	95
" 8. A Chess Study	95
" 9. By Mr. Haynes	96
" 10. By Mr. Taunton	96
Solutions	89

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THE CHESS PLAYER'S CHRONICLE.

(NEW SERIES.)

MAY, 1856.**CONTENTS.****GAMES.**

	Page
No. 1. Between M. Clerc and Signor Tassinari	129
" 2-4. ——— Herren Hanstein and V. H. D. Lasa	130, 132, 133
" 5, 6. ——— Mr. Allix and M. De Rives	136, 137
" 7, 8. ——— Herr Falkbeer and Mr. Harris	139, 140
" 9, 10. ——— Messrs. Kenny and Rickards	142, 143
" 11. ——— Mr. Boden and Herr Falkbeer	146
" 12, 13. ——— Messrs. Green and Janssens	148, 149
" 14. ——— Messrs. Boden and Simons	150
" 15. Herren Falkbeer and Löwe	152
" 16. Messrs. Boden and Owen	153

GENERAL MATTER.

Handicap Tournament at Ries' Divan	140
Miscellaneous	154
Proposed Revival of the Yorkshire Chess Association	156

PROBLEMS.

No. 11. By Captain Evans	158
" 12. By Herr Capraez	158
" 13. By Mr. Taunton	159
" 14. By P. H.	159
" 15. By Herr Beck	160
" 16. By Mr. Dalby	160
Solutions to Problems	157

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CONTENTS.

GAMES.

	Page
No. 1. Between Messrs. Greenaway and Mongredien	163
„ 2. ——— Messrs. Medley and Brien	164
„ 3. ——— Messrs. Medley and Janssens	165
„ 4. ——— Herr Falkbeer and Mr. Rickards	166
„ 5, 6. ——— Messrs. Green and Szabo	167, 169
„ 7, 8. ——— Mr. Medley and M. St. Amant	169, 174
„ 9, 10, 11. — Mr. Brien and Herr Löwenthal	176, 178, 179
„ 12, 13. ——— Herren Falkbeer and Hampe	180, 182
„ 14, 15, 16. — Herren V. H. D. Lasa and Hanstein	184, 185, 186
„ 17, 18. ——— Herr Falkbeer and Mr. Harris	187, 188

GENERAL MATTER.

Obituary	189
Miscellaneous	190

PROBLEMS.

Nos. 17-21. By Herr Bayer of Vienna	190, 191, 192
Solutions	161, 162

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(NEW SERIES.)

JULY, 1856.

CONTENTS.

GAMES.

	Page
No. 1-6. Between Herr Löwenthal and Mr. Brien	193-199
„ 7, 8. ——— Messrs. Green and Janssens	199-203
„ 9, 10. ——— Messrs. Kenny and Campbell	203-206
„ 11-13. ——— Herren V. H. D. Lasa and Hanstein	206-210

GENERAL MATTER.

Match between Birmingham and Worcester	213
Sketches of Popular Openings	213-219
M. Preti's End-Games	219-223
Miscellaneous	223

PROBLEMS.

No. 22. A Chess Study	223
„ 23. By Herr Beck	224
„ 24. By Mr. Taunton	224
Solutions	210-212

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There is no regular Club in Bath, but Amateurs meet daily at Jenning's Library.				
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Savings' Bank	Tuesday evening			President, S. Laycock, Esq. Hon. Sec., J. A. Havelton, Esq.
BRIGHTON.				
Pier Esplanade	Every day, from 12 to 6 ..			President, Paul Foskett, Esq. Hon. Sec., Jas. Turner, Esq.
BRISTOL ATHENÆUM.				
Corn-street	Every evening, from 5 to 10 ..			President, J. Withers, Esq. Hon. Sec., G. Phillips, Esq.
CAMBRIDGE.				
Lion Hotel	Tuesday and Friday evenings			President, J. Walker, Esq., Trinity College. Hon. Sec., A. B. Skipworth, Esq., St. Catherine's Hall.
CAMBRIDGE TRINITY COLLEGE.				
The Members meet in one another's rooms.				
CHELTENHAM.				
The Plough Hotel	{ Monday, Wednesday, and Friday evenings			Hon. Sec., — B. Jones, Esq.
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Dublin Library Society, Dolier Street	{ Wednesday and Saturday, from 8 to 11 p.m.			President, Rev. G. A. M'Donnell. Vice-Pres., H. Blennerhassett, M.D. Hon. Sec. R. F. Sidney, Esq.
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The Mechanics' Institute ..	Friday evening, from 8 to 11 p.m.			Hon. Sec., J. E. Fulham, Esq.
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Sussex Hotel	Monday, at 7 p.m.			President, C. W. Rawdon, Esq.

List of British Chess Clubs, continued.

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Places of Meeting.			Times of Meeting.	Officers.
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ELGIN.				
The Institution	..	..		{ President, C. St. John, Esq. Vice-President, Rev. J. Walker. Hon. Sec., A. Cooper, Esq.
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Royal Hotel	..	..	Thursday evening	{ President, John Craven, Esq. Hon. Sec., F. A. Leyland, Esq.
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The Philosophical Hall.. ..	..	..	Thursday evening	{ President, W. Scott, Esq., M.D. Vice-President, D. Marsden, Esq. Hon. Sec., J. Watkinson, Esq.
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Black Horse Hotel	..	..	Wednesday evening	{ President, F. D. Zachary, Esq. Hon. Sec., W. H. Worth, Esq.
KIMBOLTON.				
Clare's Rooms	..	..	Wednesday, from 6 to 11 p.m.	{ President, J. Beedham, Esq. Hon. Sec., G. E. Hannam, Esq.
LEAMINGTON.				
5 Upper Parade	..	..	Every day, from 10 a.m. to 10 p.m.	{ President, Rev. J. H. Smith. Vice-President and Hon. Sec., Rev. W. S. Temple
LEEDS.				
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MANCHESTER.				
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NORTHUMBERLAND.				
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Bromley House Public Rooms		Tuesday and Friday evenings		{ President, S. Newham, Esq. Hon. Sec., S. R. P. Shilton, Esq.

List of British Chess Clubs, continued.

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Places of Meeting.	Times of Meeting.	Officers.
The Members meet in each other's Rooms	Wednesday and Saturday ..	President, Rev. W. Wilkinson, Worcester College. Hon. Sec., — Quilter, Esq., Lincoln College.

PENZANCE.

Western Hotel	Wednesday evening	President, Rev. P. Hædgeland. Hon. Sec., H. Pascoe, Esq.
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PLYMOUTH MECHANICS' INSTITUTE.

The Mechanics' Institute ..	Hon. Sec., J. Scales, Esq.
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PRESTON INSTITUTION.

Institution for the Diffusion of Useful Knowledge	Every evening, from 7 to 10..	President, W. Ainsworth, Esq. Hon. Sec., H. Veevers, Esq.
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READING AND BERKSHIRE.

New Rooms, London-street ..	{ Monday, Wednesday, and Friday evenings	President, S. A. Dickson, Esq. Hon. Sec., W. Hodges, Esq., jun.
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SHEFFIELD (ATHENÆUM).

The Athenæum Rooms	{ Monday, Wednesday, and Friday evenings	President, — Merryweather, Esq. Hon. Sec., T. Roberts, Esq.
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SHREWSBURY.

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SOUTHAMPTON.

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Institution	Monday and Thursday, at 7 p.m.	President, W. Hill, Esq. Hon. Sec., J. E. Brogden, Esq.
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STOURBRIDGE.

Talbot Hotel	Friday evening	President, H. C. Firmstone, Esq. Hon. Sec., T. M. Harding, Esq.
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The Mechanics' Institution ..	{ Wednesday and Friday evenings, from 7 to 10	President, E. Shepherd, Esq. Hon. Sec., W. Hunter, Esq.
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WESTON-SUPER-MARE.

Reeve's Royal Hotel	Tuesday, from 5 to 11 p.m. ..	President, T. T. Knyften, Esq. Hon. Sec. and Treasurer, } R. Phillott, Esq.
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WORCESTER.

Natural History Museum ..	Monday evening	President, Right Hon. Lord Lyttelton. Vice-President, H. D. Carden, Esq. J. Longmore, Esq. Hon. Sec., J. F. Gillam, Esq.
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THE
CHESS PLAYER'S
CHRONICLE

(NEW SERIES.)



AUGUST, 1856.

CONTENTS.

GAMES.

	Page
No. 1. Between Mr. Green and Herr Löwe	231
„ 2. ——— Mr. Green and Herr Horwitz	233
„ 3. ——— Mr. Green and Mr. Zytogorski	234
„ 4-9. ——— Messrs. Brien and Janssens	236-245
„ 10. By Messrs. Mucklow and Wilkinson v. Herr Löwenthal	246

GENERAL MATTER.

To our Contributors	225
Northern and Midland Counties Chess Association	248
Miscellaneous	248

PROBLEMS.

No. 25. By Herr A. Nowotny	225
„ 26. ———	226
„ 27. ———	226
„ 28. By Herr J. Dziewonski	227
„ 29. ———	227
„ 30. ———	228
„ 31. By Mr. Petroff	228
Solutions	229

TABLE OF CONTENTS FOR 1856.

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The Aylesbury and Walton Literary Society		{ President, F. W. Payne, Esq. Vice-President, G. Barber, Esq. Hon. Sec., W. Clark, Esq.
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There is no regular Club in Bath, but Amateurs meet daily at Jennings's Library.		
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Evans' Library, Colmore-row ..	Thursday evening	{ President, Dr. Freeman Hon. Sec., C. T. Saunders, Esq.
BIRMINGHAM AND EDGBASTON.		
105 Broad Street, Edgbaston ..	Tuesday evening, from 7 to 11	{ President, E. V. Blyth, Esq. Hon. Sec., H. A. Fry, Esq. Hon. Treasurer, E. Sargant, Esq.
BRADFORD.		
Savings' Bank	Tuesday evening	{ President, S. Laycock, Esq. Hon. Sec., J. A. Havelton, Esq.
BRIGHTON.		
Pier Esplanade	Every day, from 12 to 6 ..	{ President, Paul Foskett, Esq. Hon. Sec., Jas. Turner, Esq.
BRISTOL ATHENÆUM.		
Corn-street	Every evening, from 5 to 10 ..	{ President, J. Withers, Esq. Hon. Sec., G. Phillips, Esq.
CAMBRIDGE.		
Lion Hotel	Tuesday and Friday evenings	{ President, J. Walker, Esq., Trinity College. Hon. Sec., A. B. Skipworth, Esq., St. Catherine's Hall.
CAMBRIDGE TRINITY COLLEGE.		
The Members meet in one another's rooms.		
CHELTENHAM.		
The Plough Hotel	{ Monday, Wednesday, and Friday evenings }	Hon. Sec., — B. Jones, Esq.
CLIFTON.		
Public Library, 6 Regent Place,	Tuesday, at half-past 7 p.m. ..	{ President, Rev. H. C. Brice. Hon. Sec., G. Simpson, Esq.
COVENTRY.		
Institute, Hertford Street, ..	{ Tuesday and Friday, from 7 to 10 p.m. }	{ President, J. Gulson, Esq. Hon. Sec., E. Jephcott, Esq.
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Dublin Library Society, Dolier Street	{ Wednesday and Saturday, from 8 to 11 p.m. }	{ President, Rev. G. A. M'Donnell. Vice-Pres., H. Blennerhassett, M.D. Hon. Sec. R. F. Sidney, Esq.
DUBLIN MECHANICS' INSTITUTE.		
The Mechanics' Institute ..	Friday evening, from 8 to 11 p.m.	Hon. Sec., J. E. Fulham, Esq.
DURHAM UNIVERSITY COLLEGE.		
The Large Lecture-room ..	Tuesday evening, during term	{ President, A. P. Nevins, Esq. Hon. Sec., C. F. Storie, Esq.
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Sussex Hotel	Monday, at 7 p.m.	President, C. W. Rawdon, Esq.
EASTERN COUNTIES RAILWAY AND STRATFORD MECHANICS' INSTITUTION.		
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List of British Chess Clubs, continued.

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Places of Meeting.	Times of Meeting.	Officers.
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The Institution		{ President, C. St. John, Esq. Vice-President, Rev. J. Walker. Hon. Sec., A. Cooper, Esq.
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Red Lion Hotel	{ Tuesday and Thursday evenings and Saturday afternoon ..	{ President, T. Liston, Esq. Hon. Sec., J. Wilson, Esq.
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Royal Hotel	Thursday evening	{ President, John Craven, Esq. Hon. Sec., F. A. Leyland, Esq.
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HUDDERSFIELD.

The Philosophical Hall.. ..	Thursday evening	{ President, W. Scott, Esq., M.D. Vice-President, D. Marsden, Esq. Hon. Sec., J. Watkinson, Esq.
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HULL.

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KIMBOLTON.

Clare's Rooms	Wednesday, from 6 to 11 p.m.	{ President, J. Beedham, Esq. Hon. Sec., G. E. Hannam, Esq.
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5 Upper Parade	Every day, from 10 a.m. to 10 p.m.	{ President, Rev. J. H. Smith. Vice-President and Hon. Sec., Rev. W. S. Temple
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The Mechanics' Institute	Wednesday and Friday, at 7 p.m.	{ President, The Mayor. Hon. Sec., W. G. Hollis, Esq.
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Archbold Royal Exchange Hotel	{ Monday and Thursday evenings, at 7 o'clock	{ President, Dr. White. Vice-President, Silas Angas, Esq. Hon. Sec., W. Nesham, Esq.
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NOTTINGHAM.

Bromley House Public Rooms	Tuesday and Friday evenings	{ President, S. Newham, Esq. Hon. Sec., S. R. P. Shilton, Esq.
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List of British Chess Clubs, continued.

OXFORD HERMES.

Places of Meeting.	Times of Meeting.	Officers.
The Members meet in each other's Rooms	Wednesday and Saturday ..	{ President, Rev. W. Wilkinson, Worcester College. Hon. Sec., — Quilter, Esq., Lincoln College.

PENZANCE.

Western Hotel	Wednesday evening	{ President, Rev. P. Hedgeland. Hon. Sec., H. Pascoe, Esq.
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PLYMOUTH MECHANICS' INSTITUTE.

The Mechanics' Institute ..		Hon. Sec., J. Scales, Esq.
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PRESTON INSTITUTION.

Institution for the Diffusion of Useful Knowledge	Every evening, from 7 to 10..	{ President, W. Ainsworth, Esq. Hon. Sec., H. Veevers, Esq.
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Etherington's Rooms,	Monday and Friday evenings	{ President, H. Staunton, Esq. Hon. Sec., W. Harris, Esq.
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SHEFFIELD (ATHENÆUM).

The Athenæum Rooms	{ Monday, Wednesday, and Friday evenings	{ President, — Merryweather, Esq. Hon. Sec., T. Roberts, Esq.
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SHREWSBURY.

The Raven Hotel	Friday evening.. .. .	{ President, The Rev. B. H. Kennedy, D.D. Hon. Sec., W. W. Nicol, Esq.
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The Mechanics' Institution ..	{ Wednesday and Friday evenings, from 7 to 10	{ President, E. Shepherd, Esq. Hon. Sec., W. Hunter, Esq.
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